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JULY
No. 77
2001

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*Strength in the physical
being is multiplied tenfold
by the warrior who
practices strength on
matters of the mind
and spirit.*

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*Cleverness is as deadly
as the sharpest sword
when wielded by one
with ample fortitude
and directness.*

武士

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*Only through unyielding
courage can a warrior
overcome those
obstacles which at first
appear overwhelming.*



真流
生
武
士
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力
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*On the field of battle, the
warrior should wield his
weapons as unthinking,
revengeful ghosts
seeking those lives
that oppose him.*

五
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*When descending
upon your enemy,
run as the rabbit,
not as the fox.
For the fox runs
for his dinner, while
the rabbit runs
for his life.*



PlayStation 2



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JULY 2001

ON THE COVER

We're bringing you double the insanity with Crazy Taxi for the PlayStation 2 and Crazy Taxi 2 for the Dreamcast! If you really need to get somewhere in a hurry, these guys are the ones to call!

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Tournament Report

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BIONICLE

FIND
THE
POWER

ARRIVES
JULY 2001

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On the island of Mata Nui,
the evil Makara rules and
darkness reigns.

Legend says that six heroes
will come to save the planet.
Now the legendary 11
have arrived on Mata Nui.

To defeat Makara, the 11
must find the Great Masks
of Power.

The 11 must put on
a search of the masks.
Many will die in the process.

Before they can fulfill
their destiny
and save the island.

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Six Heroes One Destiny

Collect the Toa and join them on their quest for the Great
Masks of Power. This fall, look for exciting BIONICLE™ games
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TECHNIC



Tis & Tacos Editor in Chief **Chris Bleniek** just paid 80 bucks for a VCR with all of the same features as the one he paid \$1,000 for in 1985. In fact, in some ways it's better. It's smaller and it plays S-VHS tapes. At that rate of depreciation, you'd think that a Neo-Geo Gold System could now be had for about \$19.95. But you'd be wrong.

Current Favorite Games: Crazy Taxi 2, Mad Panic Coaster, Shenmue, Karate Joe



Cool and collected, Executive Editor **Anatole Brown** is the calm eye of normalcy in the hurricane of idiosyncrasy that is the Tis & Tacos offices. He drinks coffee, drives a station wagon and generally serves as our bastion of sanity. Seriously, the whole place goes to heck whenever he has to take a day off. It's like the leprechauns come out or something.

Current Favorite Games: X-Men Mutant Academy 2, Super Mario Advance, NBA Street, Pikmin



There's an easy way to tell when Tis & Tacos Art Director **Lisa Beattie** is under deadline pressure: When leaving the office for the day, she'll say "I gotta get out of here" instead of her usual cheery "Good night." But she soldiers on, bearing her share of the burden that comes with being the #1 video-game tips magazine (and having to prove it every month).

Current Favorite Games: Star Wars: Super Bombad Racing, Dr. Mario 64, NBA 2K1, Crazy Taxi



Though he has a long history of buying and selling trading cards, Tis & Tacos Associate Editor **Jason Wilson** swears that he's out of the card-collecting racket for good. However, if any Tis & Tacos reader happens to have a copy of the December 1996 issue of Sports Illustrated for Kids lying around, he'd be glad to take it off your hands...

Current Favorite Games: Capcom vs. SNK 2, Super Street Fighter II Turbo, The Simpsons: Road Rage, Super Mario Advance



Just as professional athletes make extra dough from product endorsements, Tis & Tacos Associate Editor **Arne Shriman** has been able to supplement his income by working as a hand model for video-game magazine advertisements, showing off the blisters and calluses that develop when one plays Gran Turismo 3: A-spec all day.

Current Favorite Games: Monkey Ball, Keyboardmania: 2nd Mix, Guitaroo Man, Gran Turismo 3: A-spec



We may make it look easy, but it's surprisingly difficult to write these mini-bios every month. We usually try to include a little bit of personal information or humorous anecdote about each person, but keep it interesting. In the case of Associate Editor **Charlotte Chen**, it's an extra challenge to try to do so without using the word "Pokémon." Goops...

Current Favorite Games: Toki Toki, Luigi's Mansion, The Simpsons: Road Rage, Steel Soldiers



Contributing Editor **Pat Reynolds** wears a utility belt with a retractable grappling hook, because you never know when you might need one...and you might even get smooched by a princess for being so resourceful. Pat was gonna go into Toshi Station to pick up some power converters, but decided that he can waste time with his friends when his chores are done.

Current Favorite Games: Super Mario Advance, Mat Hoffman's Pro BMX, Dance Dance Revolution: 4th Mix, Armored Core 2: Another Age



As a freelance writer living in Arizona, Tis & Tacos contributor **Geoff Arnold** doesn't get to see the magazine before it's printed. He treats each new issue like it's a Sero Lee All-Butter Pound Cake, except for the fact that he doesn't have to leave it on the kitchen counter for a few hours to thaw before he slices it open to taste the yummy goodness.

Current Favorite Games: X-Men vs. Street Fighter, Black Tiger, Street Fighter III, 2nd Impact, Dnismusha: Warlords



Visitors to our offices are often repulsed by the smell of burning plastic coming from behind the Tis & Tacos Sports Desk, where **Mike Daly** plays, analyzes and comments on the latest sports video games. If a new game doesn't meet his lofty standards, Mike will carefully melt the word "SUCKS" into the game CD with his trusty soldering iron.

Current Favorite Games: MLB 2002, NBA Street, Crash Bandicoot: The Wrath of Cortex, Frequency



T&T Editorial Assistant **Jamie Andrew** collects vintage Zippo lighters, including both pocket and table models. The centerpieces of her collection are three World War II-era Zippos, each with a different U.S. Navy insignia. She only needs Pisces and Virgo to complete her set of Zippo's original slim-line Zodiac series from the late '70s. Actually, we just made this whole thing up. She doesn't even smoke.

Current Favorite Games: Vastel, Eastern Front 1941, Carnage Heart: Second Zeus, Tweety & the Magic Jewel

TIPS & TRICKS

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KLONOA 2
Lunatea's Veil

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PlayStation 2



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If we can't read your handwriting, we can't print your letter. Please write legibly!

SECRET CODE SECRETS

I have a question to ask you. Where do you get your codes from?

—Owen Perez
St. Petersburg, FL

It's a little-known fact that our mild-mannered editors also happen to be psychics. Additionally, we are experts in remote viewing. Harnessing the psychokinetic energies that flow through our office space, we are able to travel into programmers' minds and seek out all the secrets and codes they put into their games, even if they work in Texas. It's also a very efficient way to conduct interviews.

ANNOYED AT DDR

I got *Dance Dance Revolution* for PlayStation for my birthday last month and it's a great game, but I think there's one thing wrong about it. I hate when the audience says "Boo!" when your dance meter is low and I consider it very annoying. I didn't want to ask Konami because they'll probably tell me some lame excuse. So my question is: Why did they program the game to say "Boo!" When your dance meter is low?

—Adam Askenazer
West Hills, CA

You bring up a good point, Adam...and you're certainly not alone in your opinions. Most games reward you for playing well with sound effects, graphics or some other kind of special reward—but when you don't do so well, some games penalize you, and sometimes they do it in a very irritating way. *Dance Dance Revolution* doesn't really boo at you, although the text "Boo!" does appear on the screen whenever you miss a step. There are

other games that go much further to punish the less-than-competent player. (Those full-motion-video Sega CD games from Digital Pictures come immediately to mind; they were loaded with people who angrily berated you if you couldn't immediately master their cruddy controls.) It's definitely not fun to play a game if it keeps booing or mocking you whenever you make a mistake. This approach to game design is a great idea if your goal is to frustrate, annoy and belittle the people who bought your game. Fortunately, this type of thing doesn't rear its ugly head very frequently.

THE LAST WORD ON MOOGLES

Hey *Tips & Tricks*, I've got a letter for you guys and I hope you put this in your magazine. It's surprising to me that the people that have been mailing you haven't figured out what it means when the moogles in the *Final Fantasy* series say "kupo." Well I have; it means "OK." You can plug it into any one of their phrases and it will work. Well, at least with *Final Fantasy IX*, because I've seen phrases like, "Help me, kupo!" (which would be, "Help me, OK!") or "Save game, kupo!" (which means "Is it OK if I save your game?"). Personally, if this is true, which I think it is, then moogles have a speech pattern similar to Quina, which brings me to think that ancient cave-moogles (carve game save on stone with hammer and chisel) first lived with ancient cave Q's, (ate the rocks) from where they developed their speech patterns (because they are with the Q's all the time) and changed the word/phrase "OK" into "kupo." Thanks for the time and effort. I know you have billions of letters, but please put it in your magazine.

—Matthew Amazon
Conroe, TX

Thanks for your letter, Matthew. That's an interesting theory, but this is the last time we're answering questions on this topic. Just because you can substitute one word for another and make sense out of it doesn't necessarily imply that both words are the same. With that logic, you could just as easily argue that "kupo" means "Matthew." Hey, that works even better! "Help me, Matthew!" "Save Game, Matthew?"



When you miss a step in *Dance Dance Revolution*, you'll receive a "Boo!"

MAGAZINES FROM THE FUTURE

Hi, my name's Doug and I have a question. I always get the next issue a month early. Example, I sent this letter after I got my May issue in April. Why?

—Doug Dewease
Hanover, PA

While most issues of *Tips & Tricks* hit the newsstands just days before their proper on-sale date, our schedule allows us to ship magazines to subscribers so they might receive them well beforehand. Consider it a further incentive for being a subscriber. It's typical for monthly magazines to be ahead of schedule in this regard, although the amount of "lead time" varies from publication to publication.

TOKEN OF THE MONTH



This month's token is from Dennis' Place for Games in Chicago, Illinois. It was sent in by Dmaine Hanks, also from Chicago. Thanks, Dmaine!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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8484 Wilshire Blvd., Suite 900
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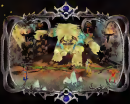
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GAUNTLET DARK LEGACY

The epic journey explodes with the all-new Gauntlet Dark Legacy, the only PlayStation 2 game with cooperative play for up to 4 people. With 8 playable characters, including 4 new alter egos, you'll slash together through 8 deadly game worlds with over 60 levels. Wield new weapons and join forces to use advanced combat moves against the bloodthirsty forces of evil. Prepare thy soul, brave one, for you are about to encounter Gauntlet Dark Legacy.



PlayStation 2



Violence

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A sequel to the popular arcade hit and Dreamcast game, *Crazy Taxi 2* is strikingly similar to the first title. Most of the challenges and gameplay are still exactly the same from the original *Crazy Taxi*, but the setting has been changed to the place where you would expect to find the craziest cab drivers in the world: New York City! The same obstacles are in your way as your try to deliver each passenger to his or her destination on time—or risk not getting paid. You can also unlock a slew of hidden options in “Crazy Pyramid” mode, including secret vehicles and extra characters. After hours and hours of play, we have unlocked it all; now all you have to do is read the following tips for each stage and do exactly as we say. This strategy guide can actually save you money! If you use this information properly, you won’t have to shell out hard-earned cash to replace the Dreamcast that you drop-kicked in frustration or the controller that you threw out the window after failing to complete the “S-5” challenge for the hundredth time. Trust me, I’m speaking from experience.

by Jason Wilson



CRAZY TIPS

Learning the intricacies of *Crazy Taxi 2* is the only way to be successful at unlocking everything. Each technique will require a little bit of practice to master, but nothing is so impossible that you won’t get the hang of it after a few games. The key is being able to perform these techniques in timed, high-pressure situations. The right turn at the right time can shave off a few precious seconds, getting you down to your next fare or unlocking that precious level that’s been causing you to tear your hair out for the past hour!

CRAZY DASH



A little trick that makes it much easier for you to take passengers to their various destinations, the Crazy Dash is essential if you ever want to finish off the Crazy Pyramid. To perform this technique while stopped, press the A button to shift your car into Reverse. Now press Drive (R button) and the Accelerator (R button) almost simultaneously. If you did this correctly, you will hear the engine rev and your car will accelerate to near its top speed almost immediately. Note that you must hit the accelerator just slightly after you shift into Drive in order to get the speed boost. Practice this technique anywhere in the game until you get the timing right, then you can try to do it while the car is moving for an extra speed burst. To do a Crazy Dash while driving, release the R button (Accelerator), tap A to throw it into Reverse for a brief instant, then quickly press B and R as described above. If done correctly, you’ll hear the engine whine at a much higher pitch than normal and your car will reach its highest speed almost instantly! It seems unnatural to put the car in reverse while you’re trying to drive forward as fast as possible, but you’ll get used to it. Once you’ve mastered the Crazy Dash, you’ll wonder how you could have ever played the game without it; this technique changes the game completely. Also: if you miss your destination by a smidgeon, you can perform a Crazy Backdash by doing this same technique with the A and B button commands reversed (while driving forward, quickly press Reverse and Accelerate).

CRAZY HOP



This technique was not available in the original *Crazy Taxi*, but after playing the sequel for five minutes, you may never go back! Press the Y button at any time to perform the Crazy Hop to jump various obstacles and earn some crazy bucks while driving! You can use this while

riding near the edge of buildings for maximum cash flow; it’s also necessary for leaping onto various platforms and shortcuts throughout the city. Be sure to steer carefully when performing

the Crazy Hop or you could lose control of your taxi quite easily! If you hold down the Y button, you’ll jump even higher.

CRAZY DRIFT



This technique is vital for positioning your car correctly after picking up/dropping off a passenger, making your way down the insanely tiny streets of New York City or finishing off some of the harder challenges in *Crazy Pyramid* mode. When driving, release the accelerator, then simultaneously press the A and B buttons while turning your wheel hard to the left or right. The back end of your vehicle should slide sideways, which allows you to turn around and “fishtail” into the circle around a customer or a destination marker. When you’re ready to drive off and deliver a fare or seek out another customer, you’ll already be pointed away from the side of the road so you can re-enter traffic without having to turn around! Speed is the key with this technique—make sure you have enough momentum to go into a proper skid. The Crazy Drift is also useful for taking sharp turns; just stay on the gas when you go into the slide and try to straighten the vehicle out quickly without overdoing it and spinning out!

DRIFT HOP



Do a Crazy Hop while you’re in the middle of a Crazy Drift to perform this advanced technique. Use the Drift Hop to jump over obstacles during sharp turns without losing any speed! To recover from long jumps even quicker, perform a Crazy Dash right before landing.

CRAZY THROUGH



Drive quickly beside moving vehicles when you see an opening to perform a Crazy Through and earn some crazy money! The amount of money you earn for a Crazy Through depends on two factors: your speed (relative to the speed of the object you’re passing) and your proximity to the object. By performing consecutive Crazy Throughs, you’ll start a combo and rack up big bucks until you eventually hit something. Because of the relative speed factor, driving into oncoming traffic earns you more money than if you’re passing cars that are moving in the same direction as you—so if you need some extra cash, try the wrong side of the road!

CRAZY PYRAMID

honestly, this makes the Crazy Box mode from the first game look like a piece of cake. The Crazy Pyramid will tax even the most seasoned Crazy Taxi veterans. Use the following tips and you'll be well on your way to earning secret cars, secret characters and more! Remember, you have to work your way up the pyramid in order to unlock all the challenges; each level will be unlocked when you clear the two challenges that are immediately below it.

3-1 CRAZY JUMP 2



This is the easiest part of the whole pyramid. Simply perform a Crazy

Dash (up to three times), then press the Y button right at the edge of the platform for some insane air!

3-3 CRAZY HURDLE



This is pretty simple: Perform a Crazy Dash before each

hurdle, then do a Crazy Hop and immediately do another Crazy Dash right before landing. Repeat this process to clear this challenge in record time!

3-5 CRAZY BALLOON 2



This will be the first time you really need to use the Crazy Drift.

Use the Crazy Hop to pop each balloon, then Crazy Drift into a better position to get the remaining balloons.

3-2 CRAZY GOLF



Perform a Crazy Dash, then use the Crazy Hop and hit the middle

of the giant golf ball to launch it past the 100-yard goal. If you back up at the beginning to gain some extra momentum, don't go too far or you'll fall off a cliff!

3-4 CRAZY 3-JUMP



You will need to perform a "triple jump" in order to get your taxi over

the required 200 meters to pass this challenge. Hop, step and jump! You'll only have about one second from the time you land until you need to jump again, so make each one count. Hold down the Y button on each jump for maximum height, and don't forget to build up speed with the Crazy Dash before you attempt the jumps.

LEVEL 5 CLEAR!



Complete all five Level 5 challenges to open up Level 4 of the Crazy Pyramid. You'll also unlock a cool interactive map that shows pictures of all of the possible destinations in the Around Apple stage and their exact locations! Look for it at the Around Apple menu.

4-1 CRAZY RAMP



This jumps pretty much smaller and harder to use is this is a long?

to go back. Be careful of the timing, you can't do anything except position your taxi where the ramp appears after each jump. If you want to break records, however, you'll definitely need to use Crazy Dashes after every ramp.

4-2 CRAZY ROAD



If you fall off the edges of the Crazy Road, you'll end up in a Crazy Hop

the Crazy Dash (don't use your Y button) to hit the Crazy Hop to jump over traffic. Keep your speed steady and only use the Crazy Hop when you know there is a straightaway to land on; the curves can be deadly!

4-3 CRAZY TURN 2



Time to use the Drift Hop! This challenge involves a series of jumps on

top of pillars that lead to your goal at the top of the building. Speed up before each pillar by using the Crazy Dash, then immediately perform a Crazy Drift, then a Drift Hop! You will need to do this five or six times before you get the hang of it. Remember, you won't fall off the building from the first few levels because there's a fence to protect you.

4-4 CRAZY JAM 2



Here you'll need to take a group of passengers to four different

destinations within the designated time limit. Use your Crazy Dash to build up speed, then Crazy Hop across the freeway! Drop off two of the four passengers at both ends of the freeway, then jump off the freeway and head to the right to pounce on the second freeway and drop off the next two passengers to complete the challenge.



LEVEL 4 CLEAR!

Complete all four Level 4 challenges to open up Level 3 of the Crazy Pyramid. You'll also unlock a cool interactive map that shows pictures of all of the possible destinations in the Small Apple stage and their exact locations! Look for it at the Small Apple menu.

Dreamcast Strategy



3-1 CRAZY RUSH



You now have to combine everything you've learned up to this point.

Take all four passengers (a taxi driver named before you run out, all while jumping across large buildings! Use the Crazy Dash to build up speed and carefully time your jumps across the gaps. The four dropoff points are arranged in a cross shape with the building you start on in the center.

3-2 CRAZY DROP



This one can be pretty tough if you are not cautious. Don't hesitate.

the Crazy Dash. After dropping down each section of the building, try to perform a Crazy Drift to land in the middle of each set of stairs, continuing that pattern until you make your way down the steps to your goal.

3-3 CRAZY STAIRS



This level is just insane! Try to stay in the middle of the path, then slightly angle your car to the left and jump up the stairs. If you continue to make clean landings, it's not proper, you won't even have to touch the joystick for the set of stairs on the left. You should try to sneak in a Crazy Dash or two on your way up. Halfway through the challenge, you'll come across a straightaway that leads to a similar set of steps on the right side. At no point in this challenge should you ever have to push the joystick all the way to the right or left; with patience, and a steady hand you will eventually pass this frustrating level.

LEVEL 3 CLEAR!



Complete all three Level 3 challenges to open up Level 2 of the Crazy Pyramid. You'll also unlock the fastest vehicle in the game: the rickshaw bike, as seen in the original Crazy Taxi. To use the bike in Crazy Pyramid mode, highlight the "Cabbie" option and press left or right until you see your favorite driver's name with the "Bike" designation next to it. To select the bike in any other mode, highlight your character at the driver select screen and use the L and R buttons to toggle between the available vehicles.

2-1 CRAZY ZIGZAG



Don't go too fast or you'll fall in the ocean! After the first jump, angle

your car up the slope, to the left. Prepare for a slight Crazy Drift to the left, then jump on the platform ahead and make a very sharp left. Failure to do so will result in you bathing with the fish! Head to the left once, again, then make a sharp right turn. You're almost there! Do another Crazy Drift to the left, then head up the final ramp and make a sharp turn to the right. You're at the goal!

2-2 CRAZY ARCHES



This stage isn't as hard as it looks. Use one Crazy Dash maneuver, then shift

your taxi to the right side. You don't have to use the Crazy Hop to get to the arches on the right; just drop off. After reaching the end of the third arch, make three slight Crazy Hops to the left side. After the third hop, make a jump to the right, then head to the next few arches. When you come across the last straightaway path, prepare to BRAKE! If you don't, you'll go over the edge and all of your hard work will be lost!



LEVEL 2 CLEAR!

Complete both Level 2 challenges to open up Level 1 of the Crazy Pyramid. You'll also unlock a new secret vehicle: a baby stroller! It's very hard to handle, but if you want to use the stroller in Crazy Pyramid mode, highlight the "Cabbie" option and press Left or Right until you see your favorite driver's name with the "Stroller" designation next to it. To select the stroller in any other mode, highlight your character at the driver select screen and use the L and R buttons to toggle between the available vehicles.



1-1 CRAZY TOUR



In this challenge, you must deliver one passenger to each of the 25

possible dropoff locations in the Around Apple stage in 6:20 or less. Luckily, you don't have to be bothered with picking anyone up; a scary mime sits next to you and magically conjures up a new passenger each time you drop one off. If you use all of the skills that you've acquired to this point, you should be able to clear this level by simply following the arrows and using the Crazy Dash as often as possible.

LEVEL 1 CLEAR!

Complete the Level 1 challenge to open up the Crazy Pyramid's 5-5 level. I'll bet you can guess what it is, too...

S-S CRAZY SPECIAL



The hardest level in the game, the S-S challenge requires you to drop off one passenger at each of the 33 different dropoff locations

in the Small Apple stage in 6:20 or less. This is slightly different from the 1-1 challenge, however, because your customers don't tell you where they want to go! You can drop off any passenger at any location that hasn't been visited yet—which sounds easy, but there are a lot of factors working against you. For one thing, the arrow indicator is almost completely useless. It seems to spin around at random while continually trying to point to five different destinations at once. There's no getting around it; you must memorize all 33 locations and try to find a path that will allow you to hit them all within the time limit. Use the bike for maximum speed, and consult the map that you've unlocked in order to visualize the level more clearly. After repeated failure, we finally managed to beat this challenge with Hot-Di! Here's the path that we took:

- | | | |
|--------------------------|------------------------|----------------------------|
| 1) the art museum | 12) the university | 24) Ferry Port |
| 2) the bathhouse | 13) Burger King | 25) the law court |
| 3) the band shell | 14) Hard Rock Cafe | 26) the clock tower |
| 4) the high school | 15) NBC television | 27) the department store |
| 5) the K.I.L.-TE dojo | 16) HMV | 28) the public library |
| 6) the hospital | 17) the open house | 29) the TEM-URA restaurant |
| 7) the post office | 18) the stadium | 30) Central Terminal |
| 8) the police station | 19) City Hall | 31) the hotel |
| 9) the fire station | 20) the bank | 32) the Church |
| 10) the basketball court | 21) the stock exchange | 33) the supermarket |
| 11) GUP | 22) the bus terminal | |
| | 23) the hospital | |

With heavy use of the Crazy Dash, you should be able to drop off all of the passengers with about 10 seconds to spare—that is, if you execute this run perfectly without getting snagged on any walls or head-on collisions. After playing this stage a few hundred times, you'll notice that the game actually throws traffic in your path to slow you down! Huge buses will literally smash into buildings at a right angle in front of you; it's like having a brick wall suddenly appear in front of your face! Also, watch out for the white vans that have the word "mom" on their doors in pink letters; they seem to suddenly stop when you get behind them. Use the Crazy Hop to get over obstacles like these whenever they appear.

LEVEL 5 CLEAR!



Complete the S-S challenge to unlock the four cabbies from the original Crazy Taxi! They can Crazy Hop just like the rest of the gang and even use the bike and stroller vehicles!

SECRET CODES!

NO ARROWS

At the character-select screen, highlight the cabbie you want to play as, press and release the START button, then press START again and hold it down while pressing A to lock in your choice. You'll see the words "no arrows" appear in the corner of the screen. We hope you know where you're going!

NO DESTINATION MARK

At the character-select screen, highlight the cabbie you want to play as, press and release the Y button, then press Y again and hold it down while pressing A to lock in your choice. You'll see the words "no destination mark" appear in the corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.

EXPERT MODE

At the character-select screen, highlight the cabbie you want to play as, press and release the START button, then hold START + Y and press A to lock in your choice. You'll see the word "EXPERT" appear in the corner of the screen. This code combines the effects of the "No Arrows" and "No Destination Mark" codes.

SPEEDOMETER

You need a second controller plugged into Port C to enter the remaining codes. At any time during a game, hold START and press Up five times on the D-pad using Controller C. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. Now you can see exactly how much the Crazy Dash is really helping you! To turn the speedometer off, just hold START and press Up on Controller C again.

ALTERNATE CAMERA ANGLES



Use the following button combinations on Controller C to change the camera angle at any time during the game:

- Hold START and press X on Controller C to get a rotating camera that moves clockwise around your vehicle. Hold START and press X again to make

the camera rotate counter-clockwise.

• Hold START and press Y on Controller C to switch to a camera that follows you from a fixed location and switches to various fixed locations as you drive around. In this mode, you can tilt the camera by pressing Up and Down on the D-pad on Controller C.

• Hold START and press B on Controller C to toggle between three additional camera angles. One is a first-person view through the windshield of your cab, one is a close-up view of your passenger's face and one is a low-angle "street" camera. While using the low-angle camera, you can use the D-pad on Controller C to switch between the following three views:

Left—just behind the left front tire

Right—just behind the right front tire

Up—Very low, right in front of the vehicle

• Hold START and press A on Controller C to return to the default view.

THE BLUE ARROW



If you hold START and press L on Controller C, the arrow that points to your destination will be blue instead of green. This is one of the

most interesting secrets of Crazy Taxi 2. Many people will play the game without ever realizing that the normal green arrow does NOT point directly to your destination. Rather, when you pick up a fare, the computer calculates a route to get you where you need to go and the arrow simply points to the next turn you need to take in order to follow that route. The blue arrow, however, will point directly to the destination mark, even if there's a huge obstacle or impassable chasm between you and your goal. Once you're familiar with layout of the city streets, you may find the blue arrow to be more useful because the green arrow does not consider shortcuts when it recommends a path to take; it only recognizes paved streets. If you know that you can jump over a building to get to your destination instead of going around it, the blue arrow may be more to your liking.

CRAZY TAXI™

SECRET CODES!

SECRET BICYCLE—THE HARD WAY

CRAZY BOX



To permanently unlock a rickshaw-style bicycle that any of the game's cabbies can use, beat all of the Crazy Box challenges and save your game to the PS2 memory card. Once you've done this, you can choose the bike from the Crazy Box menu by pressing Right at the "Cabbie" option until you see your favorite character's name with the "Bike" designation. To use the bike in any other game mode, press Up at the character-select screen after unlocking it. The bike is much faster than any of the characters' default vehicles!

SECRET BICYCLE—THE EASY WAY



If you haven't been able to clear the Crazy Box challenges, you can still use the bike in Arcade or Original mode by carefully entering the following code at the character-select screen:

Hold L1, hold R1, release L1, release R1, hold L1, release R1, release L1

When you lock in your character with the X button, you'll hear a bicycle bell to confirm that the code has been entered correctly. You can also enter the code with the L2 and R2 buttons if you wish.

ANOTHER DAY



Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release R1 once, then hold down R1 and press X. You'll see the words "another day" appear in the lower left corner of the screen.

In this mode, you'll have a different starting point and your customers will be in different locations.

NO ARROWS



From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold R1 and press START. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen.

In this mode, the arrow at the top of the screen will not appear.

Hey, hey! Come on over, have some fun with **Crrrazy Taxi...** on the PlayStation 2! This ultra-faithful conversion of Sega's high-intensity action game is nearly identical to the Dreamcast version we covered in the March 2000 edition of *Tas & Ticks*, so if you need a map of the Arcade Mode or tips on how to beat the Crazy Box, you'll have to dig that issue out from under your bed. Some of the driving tips found in this issue's *Crazy Taxi 2* strategy will apply to this game as well. With all that info, the only other thing you'll need are the PlayStation 2 versions of the secret codes...so here they are!



NO DESTINATION MARK



From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold L1 and press START. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.

EXPERT MODE

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold L1 + R1 and press START. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.

SPEEDOMETER



You need a second controller plugged into Port 2 to enter the remaining codes. At any time during a game, hold R1 and press

five times using Controller 2. A "mph" indicator will appear next to the Drive/Reverse lights

in the lower right corner of the screen. Now you can see exactly how much the Crazy Dash is really helping you! To turn the speedometer off, just hold R1 and press on Controller 2 again.

ALTERNATE CAMERA ANGLES



Use the following button combinations on Controller 2 to change the camera angle at any time during the game:

- Hold R1 and press on Controller 2 to switch to a camera that follows you from a fixed location and

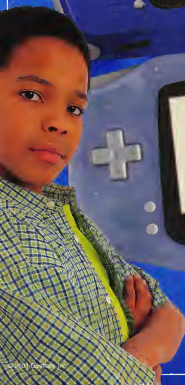
switches to various fixed locations as you drive around

- Hold R1 and press on Controller 2 to toggle between two additional camera angles. One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.

- Hold R1 and press X on Controller 2 to return to the default view.

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MARIO PARTY 3

Nintendo and Hudson are back with a third helping of **Mario Party** for the N64! **Mario Party 3** serves up new maps, new characters (Princess Daisy and Mario Tennis' Waluigi) and a brand new Duel Mode. There's also a Story Mode for single players, which takes you through all of the game's maps on a quest to earn seven "Star Stamps" from the all-powerful Millennium Star. You'll have to conquer Story Mode if you intend to see everything **Mario Party 3** has to offer. This guide will help you master all of the mini-games.



BATTLE ROYALE TIPS

Fans of the first **Mario Party** games will probably be able to jump right into Battle Royale Mode, while players new to the series would do well to watch the tutorial first. Here are a few tactics that worked wonders for me while playing through these maps.

★ Stock up on game-winning items early. Pulling out items like the Magic Lamp and Boo Bell can change the outcome of the game on the final turn of the match, denying your opponents the opportunity to retaliate. Even a Cellular Shopper, used on the second-to-last turn to (hopefully) purchase a Magic Lamp or Boo Bell, can be a lifesaver.

★ If you are leading in stars collected, buy a Boo Repellent ASAP. Other players will be less inclined to waste 50 coins in a failed attempt to have Boo steal a star from you when they can easily steal from another, non-Repellent-protected player.

★ Practice the mini-games. Excelling in these games can easily get you two of the three Bonus Stars handed out after the match is over. Plus, if you win a lot of mini-games, you'll always have enough coins to buy stars, Magic Lamps and hire Boo to steal stars for you.

THE FINAL BATTLE

After winning on all of the maps in Story Mode, you'll be challenged to a battle with the Millennium Star himself! This is a new mini-game, and it's not difficult if you can run in a pattern and aim decently. This mini-game has three sections, each a bit more difficult than the last. You'll be on a platform, and the Millennium Star will send small shooting stars at you. In the first section, he sends five stars, spaced apart. Avoid them by running a circular pattern around the edge of the platform. After the stars cool off, pick one up and throw it at the Millennium Star. Jump before throwing if you need to get a little extra distance on the toss. After two hits, the platform is filled with liquid metal and your movement will be affected. This time, nine stars will come down at you in rapid succession. Continue the circular pattern to avoid being hit. You must hit the Millennium Star twice before moving to the final section. This time, the floor of the platform is turned to slippery ice, which will affect your stopping ability. 11 stars will attack you during each wave, and once again you must hit the Millennium Star twice, this time to win the game. You also have a time limit of three minutes in which to defeat the Millennium Star.



DUEL MODE TIPS

Duel Mode is **Mario Party 3**'s new attraction. While Battle Royale plays very much like the previous games in the series, Duel Mode pits two players against each other in a shorter, much more intense battle. I strongly suggest that you watch the rules of this new mode before playing, as it is fairly complicated and the tutorial takes you through every facet in an easy-to-follow fashion. Here are a few tips that I think are helpful.

★ Try to get two of the same partner whenever possible. Every few turns, the partner roulette spins much slower, allowing you to choose the partner you want. Match the new partner to your current one and you'll get a nice bonus to your stats for as long as you have a pair of the same partner.

★ Play keep-away! If you get an early lead, Duel games only last 20 turns, and they go quickly. Some maps make it fairly easy to stay away from your opponent. If you manage to get a couple of good hits in early, you can wait out the rest of the game by hiding from the opponent and you'll win (the winner is determined solely by the player with the most remaining heart pieces at the end of the match).

★ Choose partners that match your budget. You have to think a couple of turns ahead in Duel Mode. If your coin total is hovering in the 20s, then choosing two partners who cost five coins per turn will bankrupt you after two turns. If possible, try to choose partners with a cost that fits your coin amount, and which you can afford to pay for at least two or three turns.

BONUS STARS

Even if you end a Battle Royale match with no stars, you can still clean house during the post-game bonus star handout. Here's where your skills in the mini-games will really pay off. There are three bonus stars awarded after the game is over, and two of them tie in with mini-games very heavily. The first goes to the player who earned the most coins in mini-games. The second goes to the player who had the most coins at any point during the game. Clean up in the mini-games and you stand a good chance of collecting both of these stars. The last bonus star goes to the player who landed on the most "7" spaces, and this one is based mostly on luck. However, some skill and a few shrewd choices during the game can net you the first two bonus stars and improve your chances to win greatly.

ITEMS

You can hold up to three items in **Mario Party 3**, and you receive items in a variety of ways. The most common is through the shops found on the Battle Royale boards. You'll be able to buy all but the rarest of items in these shops, although their stock is randomized each time you visit them. Item spaces on the boards lead to one of two outcomes. Toad or Baby Bowser may ask you a multiple-choice question (don't get too greedy here), which results in your winning common items (mushrooms, skeleton keys), very rare items like the Wacky Watch or nothing at all (if you answer incorrectly). Alternatively, these squares can lead to an item mini-game, where your skill will determine the prize you win.



EVERY SINGLE MINI-GAME!

4-PLAYER MINI-GAMES

In this set of mini-games, it's every player for himself. Only the winner takes any coins, so the competition in these matches is fast and furious.

Treadmill Grill



The key to this mini-game is to stomp on your opponents' heads when they are near the edge of the treadmill. The few seconds it takes to regain control after getting stomped will usually result in their dropping off of the side; you can punch them, too. Play aggressively, because if you don't win quickly, pogoos start falling onto the treadmill and the play area becomes progressively smaller.

Ice Rink Risk



Unlike Treadmill Grill, you won't be able to attack the other players here. The object is to simply avoid the spiked Koopa shells that fall into the rink. Stick near the edges of the rink, as you'll be able to see the trajectory of the shells (up to three of them will fall into the rink) and move out of their way. You'll also have to take into account the slipperiness of the ice; jumping will help you stop where you want without sliding too far.

Parasol Plummet



In this mini-game, every player gets to keep the coins collected during the game. Try to stay near the center of the screen, so you'll have time to move in the direction of coins and out of the path of hammers. Getting hit by a hammer will cost you a few seconds during which you can't grab any coins.



Messy Memory



There are a few ways to win this mini-game. If you're playing against the computer, grab a pen and paper and jot down the positions of the items before they get knocked from the shelves. Human opponents probably won't take too kindly to that method, so, unless you have a great memory (in which case, memorize where every item is and you'll almost always win), try to memorize either the top or bottom row of items, or a section of items. When the game starts, quickly put all of the items you didn't memorize into place.

Then slowly put all of the items whose places you're certain of on the shelf. By quickly placing the items you didn't memorize, other players may copy you, thinking that you know what you're doing. It's all about psychological warfare in this mini-game, since the other players can see what you're doing.

Picture Imperfect



Here's a second "memory" mini-game, but this one requires more luck than skill in hitting the block when the feature you want is on-screen. In fact, the final feature, usually the eyes, changes so fast that it's only by pure chance that you'll get the right one. Time the early features carefully and try to get at least two of them correct for a good shot at winning.

Curtain Call



This is another memorization game. Jot down the order of the characters to make it really easy when playing against the computer. Some of the question phrasing can be difficult; remember that "the first person from the left (or right)" refers to the left-most (or right-most) character, not the first person in from the left (or right). If you know the correct answer, quickly choose it and press A so the other players don't have a lot of time to look at the answer you're selecting.

M.P.I.Q.



It's quiz show time! Most of the questions are easy, but there are a few trick questions thrown in as well. If you're doing poorly or another player is about to win, never underestimate the power of guessing. Buzz in as soon as possible and you have a 1-in-3 chance of guessing the correct answer. I've seen a person win this mini-game by guessing on every question, much to the frustration of the other players.

Cheep Cheep Chase



This is a pretty simple race, since you don't have to move around at all. Jam on the A button and press B (or Z) to dive under the mines. The danger is that if you want to win, you'll be pretty close to the right edge of the screen, which limits the time you get to react to the mines. However, if you hit one, there's still a chance that you'll be able to recover, so don't give up.



Snowball Summit



The trick to this mini-game is to get a really big snowball by rolling it around before attacking someone with it. Try rotating the joystick to build one up quickly without moving too far from your starting point. Snowballs of any size will cancel each other out, so another player can block your monster snowball with his tiny one. Also, you don't even have to launch your snowball for it to be effective; simply walking up to another player and touching him/her with the snowball will have the same effect. Hitting an opponent with a giant snowball guarantees that they'll be knocked off the summit no matter where they are.

Toadstool Titan



Here's a classic Mario moment: Hit the blocks, then fight over the mushroom hidden in one of them. The player who gets the mushroom will become huge and get the chance to run over the other players before shrinking down again and starting the process over. If you see another player hit the mushroom block (it's announced by the classic Super Mario Bros. mushroom sound effect), hightail it over there and use B to try to push the opponents out of the way and claim the mushroom. Also, jumping to grab the 'shroom before it lands is a very good strategy. If someone else gets it, run a pattern around the walls of the arena—the power-up makes your opponent big, but it also limits their movement to charging in a straight line.





Aces High



It's a dogfight in the clouds! Your best weapon is the homing Bullet Bill, which you activate by

holding Z until Bullet Bill starts flashing, then release the button to fire. This projectile will track the nearest opponent and is difficult to evade.

Bounce 'n' Trounce



Use the Ground Pound (A followed by Z) to spin-bounce your opponents off the small

playing field. As the timer counts down, blocks will begin dropping off the edges of the arena, making the fight to stay on even harder. Do whatever you can to remain near the middle.

Chip Shot Challenge



It's mini-Mario Golf! You'll have to take into account the slope of the green and aim your shot

accordingly in order to get the ball to land near the hole. If you're really good, try for a hole in one!



Mario's Puzzle Party



This puzzle game is kind of like a stripped-down version of Dr. Mario—score points by

matching two like colors. You can score extra points for causing chain reactions, and the occasional Thwomps (which compress the blocks they land on) add some extra strategic elements. The default setting for this mini-game is 100 points, although in the Mini-Game Room you can change this to as high as 1,000 points if you and your buddies want to play an extended game.



The Beat Goes On



Bemani fans will recognize the title of this mini-game as an homage to Konami's Beat-Mania 4th Mix, which was

subtitled "The Beat Goes On." This mini-game is similar to Parappa the Rapper or Um Jammer Lammy—you'll be given a string of button presses and then have to mimic them when your turn comes around. The catch is that each player gets to add an additional button press to the string after completing his turn. This means that the longer you stay alive, the harder the string becomes. When playing against the computer, you can make this mini-game easy by writing down the string, otherwise you'll have to rely on your memory and sense of rhythm.

Water Whirl



This mini-game reminds me of R.C. Pro-Am... but it's on water with mini-boats, so it's more like

Cobra Triangle. The course is extremely small, so you'll have to use skill to stay ahead of the competition. Begin your turns just before each curve; the boats slide into turns, so if you wait too long you'll find yourself hugging the outside wall. Start your turns from the middle and move to the inside wall to pull ahead of the other players.



Frigid Bridges



You'll benefit from a light touch on the analog stick during this mini-game. Negotiating the curves of

the thin, icy path can be frustrating, so take it slow if you need to. The computer players tend to fall off the bridge several times, use this knowledge to your advantage and play carefully.

Awful Tower



Time to put those old-school Mario skills to the test; you know, from back in the day...when

Mario was all about jumping on blocks and not playing golf, tennis and board games? Timing is the key here, as the blocks move up and down and you'll fall if you miss a jump. You also have Hammer Bros. to contend with at a few points up the tower.

Pipe Cleaners



This is a pretty easy mini-game, especially against the computer.

Since the pipes show the directions and button combinations necessary to hit them, all you have to do is be able to react quickly and hit the Baby Bowsers as they appear.



Rockin' Raceway



Finding a good rhythm to your button taps is the key to winning this mini-

game. Tap too fast and you'll run out of carrot power and spin out. If you can find a steady rhythm you'll be able to keep a good pace throughout the race. Regulate your speed so you can hit the two carrot symbols while they're orange and get a temporary power boost. Be careful, though—if you hit these symbols when they're purple, you'll spin out and lose your speed



1 VS. 3 MINI-GAMES

This set of mini-games pits one player against the others, who must work together as a team to win.

Coconut Conk



The three-player team must work together to hit the single player in the barrel below. Poor team-

work will lead to teammates jumping on each other instead of the breetops, giving the single player an advantage. Instead, work together to box in and defeat the single player. As the single player, you'll have to anticipate where the coconuts will land and move to avoid them. This mini-game is difficult to win for the single player.

Spotlight Swim



Once again, the three-man team will have to work together to focus all of their spot-

lights on the swimmer. As the swimmer, constantly use the dive button to stay underwater for as long as possible. You can mislead the others by swimming in one direction, waiting for the bubbles to appear, and then changing direction before resurfacing. The spotlight operators should try to anticipate where the swimmer will surface, as there is a delay before he can dive again. If all three spotlights are on the diver when he surfaces, it's an easy win for the three-player team.

Boulder Ball



As the single player, send the boulders down the hill at an angle, so they ricochet off the walls and present a hazard for all three other players. Refrain from aiming the boulder at a single player unless that person is getting very close to the top. As the three-man team, you should avoid grouping together; each player should take a position (right, middle, left works well) and move together up the hill. This makes it more difficult for the opponent player to hit all of you, increasing the odds of success.

River Raiders



River Raiders is one of the few special mini-games in which everybody gets to keep the coins they collect during the game; there is no real "winner" or "loser." As the boat driver, try to lead the three other players away from good items like coin bags and into the logs floating on the river. The boat is sluggish, though, so you'll have to be skillful to grab the most coins. The three-man team has the advantage here, since their control is better, and they can cover a wider area of the river, essentially snagging any coins that get past the boat.

Crazy Cogs



Once again, the three-player team should avoid clustering together. Stick to the outside edge of the cog. Ignore the shadows that pass over the cog extremely quickly; they're decoys. It's the shadows that stay on the cog that indicate an incoming Bullet Bill. The single player has the upper hand in this mini-game, as he or she controls the spin of the cog and can maneuver the other team's players into the path of the Bullets.

Tidal Toss



The single player has the advantage in this game, as he's in no danger of being knocked out of the arena. If you're in this position, be sure to mix up the pattern and height of your waves (bigger waves are caused by jumping higher and using the ground pound move) to throw the opponents' timing off. For the other three players, this mini-game is all about skill and timing. Time your jumps correctly and you'll be able to stay in the game.

Hide and Sneak



The single player has a slight advantage in this mini-game. The three-player team needs to avoid picking the same hiding places to maximize their chances for success. Even if you tell each other where you're going to hide in earshot of the opponent player, the game will always come down to a 50/50 chance. For example, on the first turn, the single player will choose a hiding spot and eliminate one of the three. On the second turn, he can eliminate another player. On the third and final turn, there are two hiding places left, and therefore a 50/50 chance of either team winning based on luck. However, if the three-man team is lucky and there are two members remaining on the third turn, simply announce where you're going to hide (so you don't both pick the same spot), and you're guaranteed the win.



Nintendo

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PlayStation 2

Hand, Line and Sinker



Controlling the fisherman in this mini-game is very annoying, as the sensitivity is boosted way

up and it's very difficult to get your line to go where you want it. As the fish, stay as far across the pond as you can and stay still until the fisherman casts his line. If you see that it's going to catch you, quickly move to the left or right to avoid being dragged in. Repeat this process for an easy win as the fish. As the fisherman, you'll have to try to lead the fish a little to trick them into moving directly into the path of your line.



2 VS. 2 MINI-GAMES

These mini-games even the odds by pairing players up into teams of two. You'll need to work together to win the coins. However, you can also use these mini-games to sabotage a player who's doing really good. If you get paired with a player who you don't want to win, you can sacrifice the game by purposefully losing it for your team. You won't make many friends—and you won't win any coins, either—but it can be a useful strategy when used wisely.

Eatsa Pizza



You and your partner should each take a half of your side of the pizza and work on that. This way



you'll avoid wasting time when you've both eaten an entire portion of the pizza and have to move through empty space to get to the remaining portion.

Puddle Puddle



Similar to River Raiders in that you get to keep however many coins your team collects, Puddle

Puddle forces you to work together with your partner to steer a raft around a small pond. Avoid hitting the hammers, as they will slow you down. Try to stay on the opposite side of the pond as the other team; you'll have a better chance of collecting a good share of coins if you're not constantly bumping rafts.

Hyper Hydrants



One player in this mini-game has a duty similar to that in Pump, Pump and Away, and must

find a good rhythm to pump water into the other players' hose. The hose handler should use B to get a longer stream of water onto each of the fireballs. The fireballs will take a few seconds before they're extinguished, so be sure to keep the water stream locked on target until it's done the job.

Ridiculous Relay



Here's a mini-game that seems skewed in favor of the three-man team; the single player has all kinds of obstacles to avoid—and loses

speed when hitting them—while the three-man team has clear sailing and simple button presses to move forward. Actually, the first and third players on the relay team have an easy time of it, but the monkey wrench is thrown into the works during the second player's run. For novices, getting the pattern right (Up + A, Down + A, Up + B, Down + B, repeat) and doing it smoothly is difficult and frustrating; the second player will often lose the game for the team. Once you get the pattern, it's actually very easy, but this is one mini-game where using the Practice feature before playing it with inexperienced gamers is highly advised.

Baby Bowser Broadside



The toughest part of this mini-game is keeping your cannon aimed at Baby Bowser. As the

outer tower spins around the center, it's easy to miss your mark. Keep an eye on your cannon so you can adjust your aim when the tower begins to rotate. As long as you keep the cannon trained on Baby Bowser and jam on the Fire button, you should be able to do well in this mini-game.

Log Jam



Two players must work together to chop wood in this

easy mini-game. It's only a matter of hitting the correct button (A, B or Z) that's prominently displayed on the log. Both players must do their part to chop more wood than the other team.

Picking Panic



Teamwork is absolutely essential in this mini-game. Remember that you must press and hold A to grab the cher-

ries, then release to throw/drop them. If you're the picker, you must take into account the fact that the number of cherries in the bunch affects the distance that you can throw them. Three cherry bunches should be released at the apex of your swing and grabbed by the partner immediately. Smaller bunches can be released earlier, as they'll arc higher and fly farther. Practice is recommended in order to get into the swing of this mini-game.

Thwomp Pull



Teamwork is essential if you're a part of the three-

man team in this mini-game. Concentrate on the space above your Thwomp and only hit your assigned button when you see the indicator appear there. Hitting your button at any other time causes your team to lose momentum. As the single player, you won't have to rely on partners to move your sled along, but you will have to push all three buttons to accomplish the same task, so quick reaction time is necessary to win here.



Cosmic Coaster



This mini-game can be tougher than it needs to be unless you catch on to the control nuances of the coaster car.

There are three positions on the rail: left, middle and right. Whenever you need to move only one position to avoid an obstacle, you only need to lightly tap the analog stick. Push it too far and you'll move all the way to the right or left side. Conversely, when you need to move from one side to the other quickly, push the analog stick all the way in the direction you need to move.

Pump, Pump and Away



Finding the proper rhythm of button presses in this game is essential. If you go too fast, you won't send any

air through the tube. Too slow and you'll lose. Find a good, rhythmic pace (about 1/2 second between button presses) and you'll do okay.

Etch 'n' Catch



You and your teammate should start on opposite sides of the

Toad stamp and run in alternate directions in a circle around the stamp to enclose it. It takes precision teamwork to excel in this mini-game.





Slot Synch



The roulette balls go just slowly enough that if you can discern the pattern you'll be able to hit the character you want to after some practice. Once you get the basics down, the tricky part is trying to hit the characters that give you points...and making sure that your partner can do the same. If you're playing with a partner who can't hit the necessary character to make a match, switch controllers and let him hit the first one, and then you can try to match it.

End of the Line



This is a guessing game, pure and simple. There are three sets of tunnels, and only one tunnel in each set continues on at the other side. The other one dumps you off a cliff and you're sent back to the beginning. So you'll either get through all three tunnels by luck, or you'll learn from your mistakes and take the correct tunnels after some plunges. Oh, yeah—the computer has a tendency to get all the way to the end of this mini-game unharmed, which is very frustrating...

Crowd Cover



Look carefully at the three choices and you'll see that there are elements on each that aren't on either of the others. Wait until you can rule out two of the choices and then pick the remaining one. It's very easy to beat the computer in this mini-game...but it's not so easy against another person, though. It's all about looking for details quickly and then picking an answer before your opponent does.

Motor Rooter



I feel old, because this mini-game reminds me of S.T.U.N. Runner, and I'd bet money that less than 50% of the Mario Party freaks reading this even know what that is. S.T.U.N. Runner is an old Atari arcade game which placed you in a hover-racer as you sped through tunnels with zip pads located on the walls, floor and ceiling to give you a boost of speed. Motor Rooter puts you on a Koopa Shell, you need to hit the zip pads on the walls, ceiling and floor of the tunnel to speed up and win the race. As an added bonus, there are electrical traps located at intervals in the tunnel. Aim for the opening, because if you hit the electricity, you'll lose your momentum and have to build it up again.

DUEL MINI-GAMES

Duel mini-games pit player against player in a mano-a-mano showdown, with the best man taking the reward. There are three ways to play Duel games. During the last five turns of the Battle Royale match, any two players who land on the same space will face off in a Duel. The Duel Glove item can be used to challenge any player to a Duel mini-game. Finally, all of the mini-games in Duel Mode are selected from this pool.

Vine With Me



Make like Tarzan in this amusing mini-game. For some reason, the computer is really bad at this game, so when playing against it you'll be able to take your time and move carefully from vine to vine. Basically, you'll want to wait until the next vine nears your current vine to jump, then continue this until you reach the end.

Baby Bowser Bonkers



The biggest misconception about this mini-game is that you have to jump onto the Baby Bowsers. You don't. Simply walking onto one of them starts you bouncing, and then you'll want to try to string together as many head-stomps as you can. The best way to do this is to hang out near the outside edges of the board and start your head stomps there, working your way either around the sides or in toward the middle to get the most number of "bonks" in one run.

Tick Tock Hop



This is another test of jumping ability. The hands on the clock will change direction and speed, so you'll need to take that into account when timing your jumps.

Fowl Play



Anticipating where the chicken is going next is the key to winning this mini-game. Since the Grab button is a bit slow, you'll need to guess which way the chicken is going, then turn and grab at the air, hoping that the chicken will walk into you. Getting it into a corner is the best way to win here.

Peggun Pick-Off



The only skill involved in this mini-game lies in how quickly you can jam on the A button in order to hit a Baby Bowser target every time the windows open. Make sure that your cursor is over Baby Bowser before you start blasting away, though—you lose 10 points if you accidentally hit Toad instead.

Silly Screws



Lining your bolt up with the next one in order to move on doesn't have to be hard at all. The secret is to start slowing down (by spinning in the other direction) just before you reach the next bolt. If you're jamming on the button for speed, you'll fly right past the bolt and have to waste precious time moving backward. Slow it down and you'll be able to line up and move on without missing a beat.

Bowser Toss



The memories of Super Mario 64 are flooding back! Swing Bowser by the tail and let him fly. This mini-game requires a lot of button-mashing, and the computer is incredibly good at that (since it obviously doesn't have to mash on any buttons). Jam on the A button and use the stick to throw Bowser at a good angle (somewhere between 45 and 60 degrees is best), then hope for the best.



BATTLE MINI-GAMES

Battle mini-games are kicked off when a player lands on the Battle Space in one of the Battle Royale maps. An amount is selected randomly (0, 10, 20, 30 or 50) and that number of coins is taken from each player to form the pot. If 0 is chosen, the mini-game doesn't take place. Battle mini-games differ from the other mini-games in that the first and second placing players win coins (it's split about 70-30), with the remaining two players going away with nothing. Therefore, Battle games can quickly change the tide of the game. Unfortunately, with the stakes being so high, it's a shame that several of these games are entirely chance-based.

Stacked Deck



Pick a card and jump on it. If you get a Baby Bowser, you lose. If you get a Boo, everyone

runs away and then returns in a different order to continue the game. Get a Toad and you return to the line to wait for your next turn. Repeat until only one player is left. This mini-game is entirely luck-based.

Three Door Monty



Here's a variation on the old "follow the ball under the tin cup" magician trick. Pay attention to

which door each of the characters enters, and then be the first to answer correctly when asked which door a certain character entered. The winning players are the two who enter the correct answer with the fastest times.

Merry-Go-Chomp



This is another luck-based game. Pick a color on the merry-go-round and hope that it's not

the one that stops in front of Chomp. Repeat until one player remains. I've searched for patterns on this mini-game, such as matching my character with his color on the merry-go-round (i.e. Mario on red, Yoshi on green), but it seems that there's really no skill involved here.

Slap Down



Slap Down is a test of reflexes. When you see the flower that matches the picture in the middle, be

the first to hit A and you'll win. Slap on the wrong flower and you're out.

Locked Out



This is the closest thing to Super Smash Brothers you'll find in Mario Party 3. It's a battle royale for the key in order to move on. In each room, there's always one fewer door than there are players, so someone is going to get eliminated each time. Getting a key to match the symbol on the doors is a triumph in itself, since all of the players can throw punches, and getting punched causes you to drop the key. A good strategy is to hang back and see which

keys the other players go for first. If they're clustering around a key, go for a different one. As soon as you grab a key, make a beeline for one of the doors, avoiding other players on the way.

All Fired Up



Play keep-away from podoboos until only one player is left or the time runs out. The pat-

terns are pretty easy to avoid; the trickiest one is the circle of fire that forces you to jump to the middle of the screen and then back out again when the circle retracts. Wait until the last second to jump out of the ring, as it has a habit of contracting and then expanding again, tricking you into jumping right onto the flames.

Storm Chasers



This mini-game can be tough! Keeping your Piranha Plant pot under the small rain cloud for any

length of time is difficult, especially since all four players are trying to squeeze into a space that's only big enough for one—and there's a Monty Mole around to trip you up. Try to anticipate where the cloud is going and get in front of it.

Eye Sore



Run in a clockwise pattern around the eyeball. The eye gets smaller after each lap and disappears

after fifteen. Avoiding the podoboos that drop into the arena is difficult. Sometimes it's better to simply stop and let them disappear rather than risk getting hit by them and losing time. Try to stay close to the eyeball to decrease the distance necessary to make it around each lap. If someone else wins, keep going; second place counts as well.

ITEM MINI-GAMES

Winner's Wheel



Stop the light when it's on the prize you want to win that prize. The light moves really fast, but if you concentrate you'll be able to pick and choose the prizes you want after a little bit of practice.

Hey, Batter, Batter!



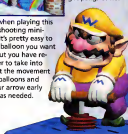
Wait until the ball is over the plate before swinging. Swing too early and you'll miss. Too late and you'll pop the ball up in the air. Even when you hit the ball, there's no way to know which item you'll get, making this one of the least-wanted item mini-games.

Bobbing Bowloons



talgia when playing this arrow-shooting mini-game. It's pretty easy to hit the balloon you want here, but you have to remember to take into account the movement of the balloons and fire your arrow early or late as needed.

Anyone who has fond memories of Konami's classic arcade game Pooyan will undoubtedly get pangs of nos-



**Dorrie Dip**

Similar to the Winner's Wheel, but slightly harder to predict what item you'll get. Using the

Practice option, concentrate on the item you want and start your Ground Pound when that item is at the top of the circle. Since the amount of time it takes to do a Ground Pound can vary depending on how high you jump, you may need to trigger the initial jump when the item is slightly to the left or right of the top position.

Swinging With The Sharks

Landing on the item you want is all about timing here. Jumping from the apex of the swing (the furthest point in its arc) will land you on the item farthest to the right. Jump a little sooner to get the second item from the right, and so on. Practice this one in the Mini-Game Room and you'll soon be able to grab whichever item you want.

Swing 'n' Swipe

This is the easiest item mini-game. All you have to do is pay attention to the Baby Bowser with

whichever item you want and hunt him down. They all tend to cluster together, but have patience, wait for the one you want to move out of the group and then whack him with your hammer for an easy item.

**GAME GUY MINI-GAMES**

Also known as Gambling Mini-Games, this set of high-risk games of chance can increase your coins substantially...or take them all away from you in seconds. These games are almost all entirely chance-based, although there are a couple that are easier to win than others. The drawback of these games, of course, is that if you lose you forfeit all of your coins, and that always hurts. Still, if you get lucky...

Game Guy's Magic Boxes

One treasure chest holds Toad, the other, Baby Bowser. Pick the one with Toad and your coin

total doubles. Pick Baby Bowser and you lose it all. If you choose correctly, you'll get a chance to try again to double your winnings. You have a 50/50 chance to win at this game, which is better than the chances at some of the others in this set.

Game Guy's Lucky 7

Think of this mini-game as Blackjack with dice. You (and Game Guy) get two rolls of the dice (with 6

being the highest possible roll per throw) to move up the stairs. Your goal is to land higher than Game Guy, but if you go too far (past step 7) you'll fall off and lose. Likewise for Game Guy. If you end on a higher step than Game Guy, you'll receive double your coins. Land on the seventh step, though, and your coins will multiply by ten!

Game Guy's Roulette

It might seem like the odds are a lot lower, but generally this Game Guy challenge still comes down

to about a 50-50 chance. Look at the odds in the upper right and bet on either the 2x or the 4x place. These two almost always win; your chances plunge considerably if you place your bet on any of the others.

Game Guy's Sweet Surprise

Bet on either Big Champ or Little Champ to win the cake-eating contest. This is probably the easiest of

Game Guy's Mini-Games to win; just put your bet on Big Champ. I've never seen Little Champ win the contest, and I've played this mini-game a lot. I'm sure it happens occasionally, but the odds against it are so high that you're practically guaranteed a loss if you bet on him.

SECRETS AND OTHER HIDDEN STUFF**GET TWO EXTRA MAPS FOR PARTY MODE**

Beat the Story Mode with any character to make the two final maps—Waluigi's Island and Backtrack—available for play in Party Mode.

GAME GUY'S GAME ROOM

Located inside Toad's Mini-Game Room, this area lets you play the various Gambling Mini-Games. You aren't allowed inside until you've received the ranking of "Miracle Star" in the Story Mode, though.

To accomplish this, you'll need to play your best and get "S" rankings on most of the boards.

**CLASSIC NAMES**

When you start a new save file, don't enter a name and the game will automatically use a classic Mario character name.

BONUS COINS

After using a Mushroom, if you roll the same number on both dice, you'll get 10 coins.

TAUNT

While on the game board, you can press the L button to make your character taunt at any time, even during other player's turns. There doesn't seem to be a limit to this, and it does get annoying quickly.

MINI-GAME ROOM ??? GAMES

There are three bonus mini-games playable at Toad's Mini-Game Area in Party Mode. You must accomplish various tasks to unlock each of these.

Dizzy Dinghies

A longer variation on the four-player Water Whirled mini-game, Dizzy Dinghies allows one player to choose from three courses and three different mini-boats to attempt to beat the current record. This mini-game is unlocked after all of the regular mini-games are available in the Mini-Game Room.

Stardust Battle

This is the final showdown against the Millennium Star that you must play to win the Story Mode. It becomes available for play in the Mini-Game Room after you win the Story Mode.

Mario's Puzzle Party Pro

This is a single-player version of the four-player mini-game of the same name (see the mini-game guide for tips on this game). To unlock it you'll first need to have unlocked Game Guy's Game Room. Turn your 10 coins into 1,000 or more coins and you'll unlock this mini-game. This is no easy feat, but with some perseverance and a lot of luck you can do it.





by Geoff Arnold



following in the footsteps of the *Tony Hawk's Pro Skater* series, Runicraft, Neversoft and Activision have teamed up to keep the extreme side of console gaming alive with their latest release, *Mat Hoffman's Pro BMX*. *Tony Hawk* fans will instantly find themselves in familiar surroundings, yet the gameplay is still simple enough for beginners to learn within a few minutes of starting the game. Now if I can just bring myself to believe that it is physically possible for an 80-year-old granny to do a Superman Seat Grab, I may just keep myself out of the loony bin for a few weeks...

the tricks



In addition to normal ground and air tricks, each rider has trademark moves which can only be performed when the "Special" trick meter

is flashing. These special moves are character-specific and require practice and dexterity to perform on a regular basis—which you'll need to be able to do later on in the game when trying to accomplish certain objectives.

trick combinations/multipliers

540 TOOTHGRIND • 4x (180) ROT • 050 GRIND • 180 STALL
1x NOSE MANUAL • 1x 180 WHIP • 180 TRICK GRIND
2164 x3

Trick combinations are the key to putting yourself a step above the rest and earning high scores and medals. As in *Tony Hawk*, you can perform tricks and link them together with the use of manuals and grind tricks. Each time you add another trick to your total trick combination, you will earn successive score multipliers that will raise your score even higher. For example, if you do a Nose Manual to Toothpick Grind, your total score for both tricks will be multiplied x2 at the end of the trick combination. As you can imagine, the possibilities for tricks are rather endless...especially if you are able to link multiple trick sessions together. Variety is important, however, since the point value you earn for a specific trick will decrease under any of the following circumstances:

- You do the same trick more than once at any time in the same level
 - You do the same trick more than once in any combination of tricks
 - You do the same combination of tricks in any order during the entire trick combination
- Look for Gap areas (marked in BLUE letters) when performing tricks to boost your score even higher.

the riders

The instruction manual only lists two of each rider's "Special" tricks, so I've included all of the Specials below. In addition, each rider starts out with specific abilities (stats). These stats can be altered by progressing in the game, unlocking new bikes and selecting to equip or remove certain parts from your bike. Each stat is self-explanatory and you may be required to increase or decrease specific stats in order to accomplish certain level objectives.



mat hoffman

Specific Tricks

- ↑ + ○—Rocket Queen
- ↓ + □—No Footer Switch Hand

Special Tricks

- ↑ ↓ + ○—Backflip Tailwhip

- ↓ ↓ + ○—Superman One Hander
- ← → + □—Peacock
- → + □—Bar Hop
- ↓ ↓ + ○—Triple Tailwhip



mike escamilla

Specific Tricks

- + □—One-Footer
- ↖ + □—Nothing
- ↗ + ○—One Hander One Footer X-Up
- ← + ○—Can-Can

- ↓ + ○—Indian Air Superman
- ↘ + △—Handplant

Special Tricks

- ↑ ↓ + ○—Backflip One-Footer
- ↓ ↓ + ○—Superman Seatgrab Bar Spin
- ← → + □—Body Varial
- ↓ ↑ + ○—Front Flip

**cory nastazio****Specific Tricks**

- + □—No-Hander
- ↖ + □—Nothing
- ↗ + ○—One Hander One Footer
- ↓ + ○—Indian Air Superman

Special Tricks

- ↑ ↓ + ○—Backflip Tabletop
- ↓ ↓ + ○—Superman Seat Grab
- ↑ ↓ + ○—Front Flip
- ↓ → + ○—Double Tailwhip

**rick thorne****Specific Tricks**

- ↓ + □—No Footer Switch Hand
- ↖ + □—Nothing Seat Grab
- ← + ○—Can-Can
- ↓ ↓ + ○—Indian Air Seat Grab

- ↗ + ○—One Hander One Footer
- ↘ + △—Footplant 360 Tailwhip

Special Tricks

- ↑ ↓ + ○—Backflip No Footer
- ↓ ↓ + ○—Double Seat Grab Superman
- ↓ → + ○—Front Body Flip
- ← → + ○—Decade Air

**kevin robinson****Specific Tricks**

- ↑ + □—No Handed One Footer
- + □—One Footer
- ← + ○—One Handed Can-Can
- ↑ + ○—Rocket One Footer Candy Bar

- ↘ + △—Double Footplant

Special Tricks

- ↑ ↓ + ○—No Handed Back Flip
- ↓ ↓ + ○—Superman Tube Grab
- ↓ + □—One Handed Swing Leg
- → + □—Barhop

**granny**

To unlock Granny, simply start the game in Career Mode, enter any level with any character, then press **START** to pause the game and select "Retry" from the pause menu ten times consecutively. Granny will then be unlocked as a playable character.

Specific Tricks

- ↖ + □—Barspin to Barspin Back
- ↖ + □—Double Seat Grab
- ↑ + ○—Rocket No Hander
- ↖ + △—Handplant
- ↘ + △—Double Footplant

Special Tricks

- ↓ ↓ + ○—Front Body Flip
- ↑ ↑ + ○—Superman Seat Grab
- ↑ ↑ + □—Gum Grab

**joe kowalski****Specific Tricks**

- ↑ + □—Neilarm Strong
- ↖ + □—Nothing Seat Grab
- ↓ + ○—Indian Air Seat Grab
- ← + ○—Can-Can

- ↗ + ○—One Hander One Footer X-Up
- ↑ + ○—Rocket One Footer Candy Bar

Special Tricks

- ↑ ↓ + ○—Backflip Tabletop
- ↓ ↓ + ○—Superman Back Peg Bar Spin
- ↑ ↑ + ○—No-Footed Candy Bar One Hander
- ↓ → + ○—Half Barspin Tailwhip

**dennis meeco****Specific Tricks**

- ↑ + □—No Handed One Footer
- ↗ + ○—One Hander One Footer
- + □—One Hander
- ← + ○—One Handed Can-Can

- ↑ + ○—Rocket One Footer Candy Bar
- ↘ + △—Double Footplant

Special Tricks

- ↑ ↓ + ○—Backflip One Footer
- ↓ ↓ + ○—Superman Tailwhip
- ← → + □—Decade Air
- ↓ → + ○—Double Tailwhip

**simon tabron****Specific Tricks**

- + □—One Hander
- ↗ + ○—One Hander One Footer
- ↓ + ○—Indian Air Superman
- ← + ○—One Handed Can-Can

- ↘ + △—Double Footplant

Special Tricks

- ↑ ↓ + ○—Backflip One Footer
- ↑ ↑ + ○—Superman Seat Grab
- ↓ ↓ + ○—Double Seat Grab Superman
- → + □—One Handed Swing Leg
- ← → + □—No Footed Candy Bar One Hander

**tony hawk**

To unlock Tony Hawk as a playable character, play through Career Mode as Mat Hoffman. When you finish the game and collect all thirty covers, Tony will then be added to your roster.

Specific Tricks

- ↖ + □—Double Seat Grab
- ↑ + ○—Rocket No Hander

Special Tricks

- ↓ ↑ + ○—Front Body Flip
- ↓ ↓ + ○—Superman Tailwhip
- ← → + ○—Decade Air
- ← → + □—Body Varial



the courses

There are a total of ten courses in all: six regular street courses, two competition courses and two extra hidden courses. A certain number of magazine covers or medals are required to unlock each course, so if you find yourself stuck and are unable to progress to the next level, try going back to some of the courses you have completed already and collecting more magazine covers.

hoffman bike factory

Course Objectives:

- High Score: 15,000
- Smash the Lights (5)
- Get T-R-I-C-K



aim for the large glass window just above and to the left of the garage door. Jump up onto the ledge, then jump again and grind the pipe that leads to the Secret Cover.

• Pro Score: 30,000

• Secret Cover

The Secret Cover is on top of a large pipe that runs lengthwise through the building. To reach it, you must first gain access to the outside area. Look for the large switch that borders the bowl and bump into it; this will open up the garage door that leads outside. Once outside, jump over the dirt hills (perform several tricks to boost your speed) and

construction yard

Course Objectives:

- High Score: 25,000
- Topple Toilets (5)
- Get T-R-I-C-K



• Secret Cover

From the starting point, take the small quarter off to your left (near the first toilet) and launch off onto the grass behind it. Gain speed and launch up the large cement wedge (aim for the center girders) onto the suspended steel girders. When you reach the end of the steel girder, simply jump onto the adjacent girder to your left to collect the Cover.

• Pro Score: 50,000

london underground

Course Objectives:

- High Score: 35,000
- Hit Vending Machines (5)
- Collect T-R-I-C-K



• Secret Cover

The Secret Cover sits on top of a pipe that is attached to the ceiling in the room just past the second escalator. To reach it, jump off the small ramp just past the railing where the letter "I" was and grind the pipe that's attached to the ceiling. When you reach the end of the pipe, bunnyhop onto a small plateau, then jump off the ramp at the end of the plateau to reach the pipe and Secret Cover.

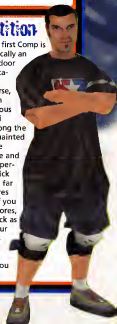
• Pro Score: 60,000

bluestorch competition



The first Comp is basically an outdoor obstacle course, with various mini

ramps, rails and props placed along the way. It's a good idea to get acquainted with this course first in Free Ride mode, as this will let you explore and find the gaps and best props to perform tricks on. Use all of your trick skills that you have utilized thus far to achieve the high and pro scores for each level and go to work. If you really want to get some good scores, hit as many gaps around the track as you can and try to land all of your tricks. Remember, variety counts and you have three chances to make two good runs. If the judges score you well enough, you will be awarded a medal.

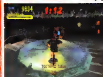




new york city park

Course Objectives:

- High Score: 45,000
- Hit Shwarma Stands (5)



• Get T-R-I-C-K

To get the "C" near the fountain area, grind on the tree branch leading from the playground area.



• Secret Cover

If you look just to the left of the starting point, you'll see a small mound of dirt sitting in front of a tree. Simply launch off the dirt pile and aim toward the lower tree branch to snag the prize.



• Pro Score: 70,000

la habra, california

Course Objectives:

- High Score: 65,000
- Hit Satellite Dishes (5)
- Get T-R-I-C-K



• Secret Cover

Located near satellite dish #2, the Secret Cover sits on top of the chimney near the central house. Take the blue ramp up to the rooftop, then bunny-hop off of the rooftop and grind the chimney to pick up the Cover.



• Pro Score: 100,000

treatment plant

Course Objectives:

- High Score: 55,000
- Hit Waste Barrels (5)
- Get T-R-I-C-K



• Secret Cover

The Secret Cover sits near the far edge of the empty pools near a rail high above the ground. In order for you to pick it up, you must make it to the far building and ride the rail off the edge that leads to the cover. Follow the same path you took to reach the letter "C" and you will make it without any fuss.



• Pro Score: 80,000

cib competition



It's almost a necessity to practice this level several times in Free Ride mode to learn the placement of obstacles and set up trick routines. This competition is set up the same way as the last one: You get

three chances to bring home a medal and the best two scores count. The easiest way to win gold is simply to do two or three big tricks (20,000-30,000 points each) and just end the competition. The computer riders are tough, but they aren't as good as you. If you are having trouble scoring some points, try to stay around the props near the beginning of the course; you can manual into grinds and tricks here easily. Land all of your tricks and the gold will be yours.

secrets

There are two secret levels in *Mat Hoffman's Pro BMX* that are only accessible through practice and patience.

Select Course



Secret Level 1:

THPS1 Burnside
Earn thirty covers for each character and both gold medals to unlock the Burnside level from Tony Hawk's Pro Skater.

Select Course



Secret Level 2:

THPS1 Warehouse
Perform a 200,000+ point trick (no breaks) to unlock the Warehouse level from Tony Hawk's Pro Skater.

To unlock each rider's bikes you will need to do the following:

- Bike #2—Earn five covers
- Bike #3—Earn 16 covers and one medal
- Bike #4—Earn 30 covers and two gold medals (this gives your rider full stats)

The "Bails" video clip can only be accessed after you beat the game with Tony Hawk in Career Mode.



MUSICGENERATOR™ 2

If you're one of the lucky folks who have experienced the creative joy that is MTV Music Generator for the PlayStation, then you probably already laid down your hard-earned bucks for MTV Music Generator 2 for your new PlayStation 2. The song and video building concepts pretty much remain the same in the PS2 edition, but there are a few new features that will enhance your creativity. We can't guarantee you a Grammy, but we can show you a few useful features and tips that will make your songwriting craft easier. The video portion of MTV Music Generator 2 is really more of a novelty when compared to the excellent music utilities for songwriting, so we'll leave the camerawork to you. Let's spin some beats!

by Anatole Brown

GENERAL SONGWRITING TIPS

Of course, you're free to create any kind of cacophony you want, but much of MTV Music Generator 2 is more suited to the nightclub vernacular, i.e. Trance, Drum & Bass, House, Techno, etc. With that certain style in mind, here are some things that can help the Mozart in you:

• **Blocks of Sound**—Think of MTV Music Generator 2 as a virtual Lego set; everything is built by "blocks of sound." Each "song" is made up of several blocks of "riffs," just as each riff is created by several blocks of "samples." MTV Music Generator 2 is designed to encourage users to stack these blocks together, so don't be intimidated if it seems too easy.



• **Creating Patterns**—Since each song is made up of these blocks, your song should start looking like a distinct, almost symmetrical pattern. Popular music relies heavily on repetition, so the patterns should start repeating as you scroll down. Expect to do a lot of copying and pasting.



• **Build-up and Breakdown**—Most nightclub-style music constantly builds up into a frenzy and then breaks down for a breather. For example, start off a song with a simple bass and drum beat. As the song continues, keep adding more riffs over the established basic beat to build up the sound in increments. Finally, at the height of the build-up, start removing entire sections of riffs to "break it down." Experiment by adding and removing different riffs to the song.



• **Try Different Things**—It may sound obvious, but inspiration comes from the weirdest places. For example, you may like to start creating your songs with a drum beat, but sometimes a simple keyboard riff or an odd-sounding sample can also trigger the creative juices. The default Song BPM (beats per minute) setting is 130 bpm, but try different speeds. One riff can sound completely different at a slower setting than when it's played fast. You can even go into the Options menu and change the time signature if you really want to let loose.

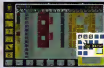


• **Save Several Versions**—Make it a point to save different versions of a song. You'll be amazed at how a song may sound a certain way when you first create it, and then sound completely different the next day. It's important to step back from your creation for pure observation. Who knows? The crappy version may even start sounding like a #1 single to you a week later. Also, don't be afraid to leave an unfinished composition to work on a new one; one can inspire the other.

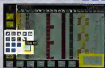
COPYING, CUTTING & PASTING

As you get more familiar with MTV Music Generator 2, you will soon realize that the copying, cutting and pasting functions are your greatest creative ally. There are two instances when these functions are extremely helpful: when putting together a song and when creating or editing a riff.

• **Song**—Instead of choosing and placing every riff to duplicate a pattern, simply select huge blocks of an existing pattern to copy and paste. Use the SELECT button to bring up the green selecting tool and highlight the section you want to copy. Press the O button to bring up the sub-menu and select "Copy Selection." You can now drag around a silhouette of the pattern to determine where it can be placed. Press X to place the pattern in the desired area.



• **Riff**—Before you edit an existing riff, it's a good idea to clone it first so you can still retain the original riff if you screw up. Select the riff, press the O button to bring up the sub-menu and choose "Clone Riff." Now you can start tweaking. If you go into the Riff Editor you will see the samples that make up the riff. More often than not, you will want to use the existing samples and their settings even when you are changing the riff. Simply highlight the sample you want to use, press the O button and select "Use This Note's Settings." Now you can place the sample anywhere to create your own riff while using the same sounds that the original riff utilized. Remember to rename your new riff so you can easily identify it. For example, if you edited "hihat 1," it's probably a good idea to call your new riff "hihat1B."



MANAGING MEMORY



Although MTV Music Generator 2 doesn't have as many memory issues as MTV Music Generator for the regular PlayStation, you may still run out of memory while creating a song. A window will let you know that you are out of memory if you attempt to select a new riff and there's no more room. Go into the Options menu and you can see how much memory is left by looking at the value shown in "Sample Memory Free." The length of a song is not really what affects the amount of memory that's available. In fact, you can use all 999 measures at the default 130 bpm and still create a 31-minute song. What affects the memory is the number and size of samples that you use in a

song. One way to alleviate the lack of memory is to get rid of the riffs in the Song Palette that you are not using. An easy way to do this is to put the cursor on the Song Palette icon (the one with the musical note), press the **O** button and select Optimize Song. This will clear your song of any unused riffs that are taking up valuable memory. Likewise, you can also go into the Riff Editor screen of a riff, go to the Sample Library icon and optimize the samples. If you still have memory problems, the last resort is to go into each sample and reduce the sampling rate. The default sample rate for each sample is at 22kHz. Reducing a sample to 11kHz will certainly make it sound a little more muddled, but it's better than eliminating the sound altogether from your song.

SAMPLING



As much as I love this fantastic title for the PS2, one of the biggest drawbacks that I find in MTV Music Generator 2 is that you cannot directly sample off a CD like you could in the first MTV Music Generator. Sampling in MTV Music Generator 2 is done by feeding sounds into the USB port of the PS2. Codemasters sells a special USB digital audio converter through the company's website. It comes with a mic so you can record your own voice. A small pin jack will also allow you to input sounds from any other audio device like a CD player, cassette player or even your Game Boy. There are actually several USB digital audio converters made by different companies that will still

work with the PS2, so check your local computer store. They are usually used for digital phone software used by receptionists. You can also use any kind of PC mic that usually comes with your computer.

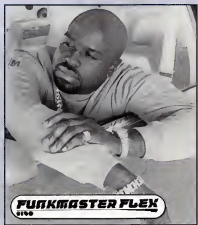
The most confusing thing about sampling in MTV Music Generator 2 is the volume level. You actually have to crank up the volume to get a good level reading when you sample. It may sound like the speakers are cracking or the sound is breaking up, but as long as the levels are within the range of the wave chart, you should be fine. After recording a sample, use the cropping tool to eliminate any unwanted sections. It's also a good idea to use the Normalize function to level off your sample. You can use the Filter functions to eliminate certain unwanted frequencies like white noise. The most important thing to remember when

THE RIGHT MIX



Any studio engineer will tell you that the hardest thing to do in recorded music is to get the perfect mix for your song. Volume control is a major part of mixing. Some riffs may be way too overpowering and muffle the other tones in your song. It's important that you adjust the volume level of each riff. Sometimes a riff may still sound too soft even after jacking it up to 100. If

that's the case, you may want to double-up on that particular riff so it gets twice the volume. Another mixing technique is panning, or the placement of a particular instrument in a specific spot on the left and right stereo spectrum. You can adjust the placement of a particular instrument in the "Note Pan Envelope" screen in the Riff Editor. Sometimes by placing a particular sound apart from the rest by panning to the extreme left or right it allows you to isolate the sound and make it really stand out. Finally, choosing the right effect for the entire song can really make your masterpiece shine. For example, if you wrote a particularly ambient-sounding piece, you may want to increase the reverb in the Song effects panel. If your song is a stabbing, aggressive number, you may want to soften the reverb so your song has more punch. Experiment with various settings!



you're done sampling is that the sample's normal playback rate is assigned to the middle C key, or C6. This means that you must enter the Time Stretch option if the sample that you recorded is at a different speed or pitch from the song you are using it for. It's not an easy thing to do, since it's impossible to listen to your song while editing a sample. For this reason, speech sampling is probably more suited for MTV Music Generator 2 than actual note sampling.

So there you have it! We can delve even further into this fascinating music utility, but we trust that you can come up with some killer tunes. MTV Music Generator 2 is just a tool; the real magic comes from you!

After *Castlevania*'s transition to the N64 game console a couple years ago, it seemed like the series was finished with the classic 2-D style for good. Now thanks to the Game Boy Advance, fans can enjoy a totally new *Castlevania* game in its proper, original format: *Castlevania: Circle of the Moon* (COTM) is one of Konami's first Game Boy Advance titles. secrets of Drac's crazy castle.

by Ara Shirinian

by Ara Shirinian

Castlevania

Circle of the Moon



A FEW POINTS OF ADVICE



The four major stats that determine your player's strength are STR, DEF, INT and LCK. STR is directly correlated with

how much damage you inflict on monsters. This is true whether you attack them directly or indirectly, by way of magic. Similarly, DEF is inversely correlated with the amount of damage you sustain from monster attacks. The greater your INT, the faster your MP regenerates. Remember, INT has nothing whatsoever to do with the strength or effectiveness of your magic attacks. Finally, LCK is directly correlated with your chances of a monster leaving behind an item or card when killed. If your LCK is high, monsters will drop items more often.

SUB-WEAPONS



As a traditional with the series, the standard array of sub-weapons is available for your use.


a specialized purpose that works extremely well in certain types of situations but fares quite poorly in all others. However, the best all-around sub-weapon is the crucifix, it's the most powerful and it has the potential to hit your enemy up to five consecutive times if your timing is right. The crucifix is essential for boss battles or any other tough enemies.

BOSSSES



Unlike practically all other Castle-
vania games, your health
won't be refilled
after a boss battle.
You're left alone to
return to a save point
with your remaining health! The entrance
to any boss room is marked in
the game by a special door
outlined in blue. Once
you go in, you can't
get back out unless
you're victorious!

ITEM CATALOG



There are lots of items in Castlemania: *COTM*. Many of them are quite rare, however, and you'll only get to see most of these in the latter portions of the game. Some items are only dropped by killing specific monsters, and even then such a monster might only drop the item you're looking for one out of 50 times. If you like collecting items, you've got to be patient. In all of the item tables that follow, the "Rarity" column is a rating from 1 to 10 that roughly corresponds to the number of different monsters that may drop the item. The lower the number, the rarer the item is. For each one, I've also listed an example of a monster who may drop it.












RECOVERY ITEMS

All of these items are consumed after each use. Save them for boss battles!

Icon	Name	Function	Rarity	Dropped by...
	Potion	Recover 20 HP	10	Skeleton Bomber
	Meat	Recover 50 HP	6	Fox Hunter
	Spicy Meat	Recover 100 HP	4	Imp
	Potion Hi	Recover 250 HP	3	Legion
	Potion Ex	Recover all HP	1	Almune
	Antidote	Cures Poison status	6	Poison Worm
	Cure Curse	Cures Curse status	2	Marionette
	Mind Fix	Recover 30% MP	9	Brain Float
	Mind Hi	Recover 50% MP	8	Specter
	Mind Ex	Recover all MP	2	Fishhead
	Heart	Recover 10 Hearts	4	Bone Head
	Heart Hi	Recover 25 Hearts	6	Bone Tower
	Heart Ex	Recover 50 Hearts	6	King Moth
	Heart Mega	Recover 100 Hearts	3	Dryad






ARMORS

You wear these on your body. Their primary function is defense. Don't confuse these with similarly named monsters!

Name	STR	DEF	INT	LCK	Overall	Rarity	Dropped by...
 Leather Armor	—	+30	—	—	+30	7	Skeleton
 Bronze Armor	—	+50	—	—	+50	3	Skeleton Soldier
 Gold Armor	—	+80	—	—	+80	3	Thunder Armor
 Chain Mail	—	+100	—	—	+100	4	Lizard Man
 Steel Armor	—	+120	—	—	+120	4	Thunder Armor
 Platinum Armor	—	+150	—	—	+150	3	Holy Armor
 Diamond Armor	—	+210	—	—	+210	1	Ice Demon
 Mirror Armor	—	+300	—	—	+300	1	Devil
 Needle Armor	+10	+400	—	—	+390	1	Nightmare
 Dark Armor	-10	+550	-10	-10	+520	1	Lilim
 Shining Armor	+10	+500	+10	+10	+530	1	—




ROBES

You wear these on your body too. They boost your INT a great deal, but usually they're not as effective for defense as Armors.

Name	STR	DEF	INT	LCK	Overall	Rarity	Dropped by...
 Cotton Robe	—	+25	+100	—	+125	3	Skeleton Spear
 Silk Robe	—	+40	+140	—	+180	2	Fox Archer
 Rainbow Robe	—	+140	+250	+10	+405	3	Poison Armor
 Magic Robe	—	+200	+300	—	+500	2	Witch
 Sage Robe	—	+250	+500	—	+750	1	Lilith

SHIRTS

This is the third item category that can be worn on your body. Shirts increase your attack power, but their defensive properties are quite poor.

Name	STR	DEF	INT	LCK	Overall	Rarity	Dropped by...
 Cotton Clothes	—	+20	—	—	+20	7	Mummy
 Prison Garb	+5	+20	—	—	+25	5	Gargoyle
 Stylish Suit	+10	+40	—	—	+50	3	Heat Shade
 Night Suit	+20	+60	+10	—	+90	3	Hyena
 Ninja Garb	+30	+80	—	—	+110	2	Were-Jaguar
 Soldier Fatigues	+50	+120	—	+10	+180	2	Franklin

RINGS/ARBANDS

You can equip any two of the following items on your arms.

Name	STR	DEF	INT	LCK	Overall	Rarity	Dropped by...
 Double Grips (both arms)	+75	+75	+75	+75	+300	1	Dark Armor
 Star Bracelet (right arm) Star Bracelet (left arm)	+25 —	— +25	+25 —	— +25	+50	2	Harpy
 Strength Ring	+50	-10	-10	—	+30	2	Worm-Bear
 Hard Ring	-10	+50	—	-10	+30	3	Medusa Head
 Intelligence Ring	-10	—	+50	-10	+30	2	Evil Hand
 Luck Ring	—	-10	-10	+50	+30	1	Zombie Thief
 Cursed Ring	+30	+30	—	-100	-40	3	Pollagaist
 Strength Armband	+100	-25	-25	-25	+25	1	Demon Lord
 Defense Armband	-25	+100	-25	-25	+25	1	Wata-Horse
 Sage Armband	-25	-25	+100	-25	+25	1	Wind Demon
 Gambler Armband	-25	-25	-25	+100	+25	1	Mimic Candle
 Wrist Band	+5	—	—	—	+5	8	Spirit
 Gauntlet	+15	—	—	—	+15	4	Hopper
 Arm Guard	—	+10	—	—	+10	3	Bloody Sword
 Magic Gauntlet	—	—	+10	—	+10	5	Poison Worm
 Miracle Armband	—	—	—	+10	+10	2	Skeleton Boomerang
 Toy Ring	—	—	—	—	0	2	Evil Pillar
 Bear Ring	-100	-100	-100	-100	-400	1	Skeleton Medalis

MAGIC

DUAL SET-UP SYSTEM (DSS)

Overview: GBA introduces a new magic system called the Dual Set-up System, or DSS. There are 20 different cards in two categories that may be dropped by various monsters in the game. The first category is "Action" and the second is "Attribute." Action cards are named after Roman gods. Each one is associated with a type of function. Attribute cards are named after a random assortment of mythical creatures. Each of those is associated with a specific elemental property. Each particular magic is created from a combination of one Action card and one Attribute card. This gives you a maximum of 100 different magic effects at your disposal!

CARD CATALOG

Action Card	Function	Dropped by...
Mercury	Whip Attack	Bone Head
Venus	Stat Modification	Slim
Jupiter	Defensive/Indirect Attack	Heart Shade
Mars	Weapon Attack	Bloody Sword
Diana	Projectile Whip Attack	Man Eater
Apollo	Spacial Projectile Attack	Arch Demon
Neptune	Elemental Healing/Invincibility	Ice Armor
Saturn	Summon Familiar	Fallen Angel
Uranus	Summon Mythical Creature	Scary Candle
Pluto	Miscellaneous Effects	Trick Candle
Attribute Card	Function	Dropped by...
Salamander	Fire	Skeleton Bomber, Imp
Serpent	Water/Ice	Earth Demon, Holy Armor
Mandradora	Plant	Axe Armor, Lizard Man
Golem	Earth	Electric Skeleton, Minotaur
Cockatrice	Storm	Stone Armor, Death Mantis
Manticore	Poison	Thunder Demon, Succubus
Griffon	Wind	Skeleton Athlete, Siren
Thunder Bird	Lightning/Thunder	Wata-Panther, Dullahan
Unicorn	Holy/Light	White Armor
Black Dog	Evil/Dark	Devil Armor

MAGIC CATALOG

Here's a list of all possible combinations of Action and Attribute Cards and their effects. For all the combinations that use Apollo or Uranus as the Action Card, you must press either $\downarrow + \text{Action Card} + \text{Attribute Card}$ or $\downarrow + \text{Action Card} + \text{Attribute Card}$ in order to activate the corresponding effects.

Action Card	Attribute Card	MP Consumed	Effects
MERCURY	Salamander	6/attack	STR +5%. Fire Whip. Slightly longer range than normal.
	Serpent	2/attack	STR -50%. Ice Whip. Shorter range, but fast repeat rate. Freezes enemies.
	Mandradora	6/attack	STR +10%. Rose Whip. Slightly wider range.
	Golem	8/attack	Long Whip. Slow repeat rate.
	Cockatrice	6/attack	STR +10%. Stone Whip. Turns enemies to stone.
	Manticore	8/attack	STR +15%. Attacks diagonally only, but emits continuously damaging mist.
	Griffon	10/attack	STR -13%. Wind Whip. Shorter range, but hits multiple times per attack.
	Thunder Bird	10/attack	Electric Whip. Slightly longer range. Can be held out for continuous but progressively weaker hits.
	Unicorn	20/attack	STR +22%. Heals 1% of max. HP per attack.
	Black Dog	40/attack	STR +41%. Very slow repeat rate. Damages enemy continuously afterward.
VENUS	Salamander	4/time	Damage inflicted on monsters increases by 25%.
	Serpent	4/time	DEF +25%.
	Mandradora	4/time	LOK +25%.
	Golem	16/time	DEF increases based on how much of the map you've uncovered.
	Cockatrice	2/time	Gain 1 Exp. for every 1/3 of a screen walked. Ineffective while running.
	Manticore	2/time	Doubles the number of hearts obtained from enemies, tentacles, etc. No effect on the use of other heart items.
	Griffon	4/time	INT +25%.
	Thunder Bird	16/time	STR increases based on how much of the map you've uncovered.
	Unicorn	4/time	DEF +200%. Damage inflicted on monsters decreases by 50%.
	Black Dog	8/time	DEF -50%. Damage inflicted on monsters increases by 200%.
JUPITER	Salamander	4/time	Two powerful fire balls slowly rotate around your body.
	Serpent	4/time	Four weak ice balls quickly rotate around your body.
	Mandradora	16/time	When you stand still, heals 1% of max. HP per second.
	Golem	4/time	After sustaining damage, makes you invincible for four times longer than normal.
	Cockatrice	8/time	Prevents you from turning to stone, but your movement is severely restricted.
	Manticore	4/time	Continuously emits damaging mist from all sides of your body.
	Griffon	4/time	Allows you to damage monsters by running into them.
	Thunder Bird	4/time	All damage you sustain is reduced by 50%.
	Unicorn	8/time	A sphere surrounds you, damaging all monsters that touch it.
	Black Dog	8/time	A black hole surrounds you, damaging all monsters that touch it. Also poisons you for the duration of the effect.
MARS	Salamander	8/attack	STR +10%. Fire Sword. Slightly shorter but wider range.
	Serpent	4/attack	STR -30%. Ice Sword. Very short and wide range. Fast repeat rate. Freezes enemies.
	Mandradora	10/attack	STR +12%. Rose Sword. Very wide range.
	Golem	4/attack	Big Hammer. Damages all enemies on the ground. Very slow.
	Cockatrice	12/attack	STR +22%. Tentacles.
	Manticore	8/attack	STR -10%. Claws. May hit an enemy more than once.
	Griffon	16/attack	STR +11%. Variable range/strength attack. Hold down button to charge.
	Thunder Bird	16/attack	Punch. Very short range. Attack four times rapidly for maximum effect.
	Unicorn	32/attack	STR +73%. Holy Sword. Huge range and fast repeat rate.
	Black Dog	32/attack	STR +200%. Pistol. Insanely slow repeat rate.
DIANA	Salamander	32/attack	Slow fire projectile. Long but narrow range.
	Serpent	6/attack	Rapid triple ice projectiles. Short but wide range.
	Mandradora	96/attack	Rapid triple flower projectiles. Long and wide range.
	Golem	16/attack	Rapid earth napalm-type projectile. Doesn't work in mid-air.
	Cockatrice	16/attack	Fast triple stone projectiles. Random trajectory.
	Manticore	16/attack	Poison bubble. Hits enemies multiple times.
	Griffon	128/attack	Rapid linear arrow projectile. Cuts through everything.
	Thunder Bird	12/attack	Electric Whip. Only works if the button is held down.
	Unicorn	48/attack	Rapid white projectile. Continuously homes in on enemy, hitting multiple times.
	Black Dog	32/attack	Bright black projectiles radiate from your body. Short range.
APOLLO	Salamander	20/use	Fire bomb. Medium trajectory.
	Serpent	20/use	Ice bomb. High and short trajectory. Splits into eight fragments upon contact.
	Mandradora	40/use	Flower bomb. Low and long trajectory. Leaves a trail.
	Golem	30/use	Five huge spears attack from the ground.
	Cockatrice	60/use	Three huge rocks fall from the sky.
	Manticore	10/use	Poison cloud. Medium trajectory. Explodes automatically in mid-air.
	Griffon	60/use	Seven spears in front of you and rapidly shoots out long range projectiles from both sides.
	Thunder Bird	20/use	Big electric ball. High and long trajectory. Fast, but slows down with enemy contact.
	Unicorn	10/use	Seven spears fall from the sky in a diagonal orientation.
	Black Dog	120/use	Huge black hole. Homes in on enemies.
NEPTUNE	Salamander	3/time	Recover HP instead of sustaining damage from fire-elemental monsters.
	Serpent	3/time	Recover HP instead of sustaining damage from ice-elemental monsters.
	Mandradora	3/time	Recover HP instead of sustaining damage from plant-elemental monsters.
	Golem	3/time	Recover HP instead of sustaining damage from earth-elemental monsters.
	Cockatrice	3/time	Recover HP instead of sustaining damage from stone-elemental monsters.
	Manticore	3/time	Recover HP instead of sustaining damage from poison-elemental monsters.
	Griffon	3/time	Recover HP instead of sustaining damage from wind-elemental monsters.
	Thunder Bird	3/time	Recover HP instead of sustaining damage from thunder-elemental monsters.
	Unicorn	3/time	Recover HP instead of sustaining damage from holy elemental monsters.
	Black Dog	3/time	Recover HP instead of sustaining damage from evil elemental monsters.



Game Boy Advance Strategy

MAGIC CATALOG

Action Card	Attribute Card	MP Consumed	Effects
SATURN	Salamander	4/shot	Summons the bat familiar.
	Serpent	4/attack	Summons the ghost familiar.
	Mandradora	4/shot	Summons the owl familiar.
	Golem	4/attack	Summons the hawk familiar.
	Cockatrice	6/shot	Summons the medusa head familiar.
	Manticore	4/attack	Summons the goat familiar.
	Griffon	8/shot	Summons the wind fairy familiar.
	Thunder Bird	16/thick	Summons the crow familiar.
	Unicorn	32/shot	Summons the little angel familiar.
	Black Dog	4/shot	Summons the little devil familiar.
URANUS	Salamander	160/use	Summons Salamander. Damages all enemies.
	Serpent	120/use	Summons Serpent. Damages all enemies.
	Mandradora	100/use	Summons Mandradora. Damages all enemies.
	Golem	100/use	Summons Golem. Damages all enemies.
	Cockatrice	200/use	Summons Cockatrice. Damages all enemies.
	Manticore	80/use	Summons Manticore. Damages all enemies.
	Griffon	100/use	Summons Griffon. Damages all enemies.
	Thunder Bird	200/use	Summons Thunder Bird. Damages all enemies.
	Unicorn	100/use	Summons Unicorn. Recovers about 16% of your HP.
	Black Dog	100/use	Summons Black Dog. Recovers a little of your HP and damages all enemies.
PLUTO	Salamander	4/time	Super attack based on your sub-weapon. Press Δ \rightarrow \leftarrow \rightarrow \rightarrow attack to use.
	Serpent	4/time	Throw two sub-weapons at once.
	Mandradora	4/time	Exp. points gained increases by 20%.
	Golem	8/time	A doppelganger appears and mimics your actions.
	Cockatrice	6/time	DEF increases based on your play time.
	Manticore	3/use	Sub-weapons consume MP instead of hearts.
	Griffon	4/time	Increases your movement speed.
	Thunder Bird	4/time	STR increases based on your play time.
	Unicorn	20/time	Makes you invincible. However, you cannot pick up items or attack enemies.
	Black Dog	5/time	Turns you into a Skeleton. If Bear Ring is equipped, turns you into a bear.

MONSTER CATALOG

Here's an alphabetical list of every monster you'll encounter in the game. Bosses are listed separately in the Castle Guide section. Here are a few points to remember:

- As you defeat each boss, new monsters may appear in previously-explored areas. Some monsters won't appear in the castle at all until you've progressed past a certain point.
- Regardless of your level, killing each monster will earn you a fixed number of experience points (Exp.).
- Both items that a monster may drop are listed here as well. However, if a monster is about to drop a card you already have, it will drop a big heart instead.



Monster Name	Exp.	Castle Area (if unique)	Item 1 Dropped	Item 2 Dropped	Card Dropped (if any)
Abiondarg	88	Underground Waterway	Potion	Spicy Meat	
Alraune	2,500	Observation Tower	Magic Robe	Potion Ex	
Arachne	1,300	Catacomb	Heart Hi	Heart Mega	
Arch Demon	1,000	—	Cursed Ring	—	Apollo
Axe Armor	31	—	Leather Armor	—	Mandradora
Bat	4	Catacomb	Heart	Wrist Band	
Beast Demon	250	—	Arm Guard	Cursed Ring	
Brain Float	10	—	Mind Fix	Leather Armor	
Bloody Sword	200	Chapel Tower	Arm Guard	—	Mars
Bone Head	7	—	Heart	—	Mercury
Bone Tower	160	—	Heart	Heart Hi	
Catoblepas	1,800	Observation Tower	Heart Hi	Soldier Fatigues	
Clinking Man	21	—	Prison Garb	Miracle Armband	
Coffin	3	Catacomb	Heart	Cotton Clothes	
Dark Armor	3,300	Observation Tower	Platinum Armor	Double Grips	
Death Mantle	400	Underground Gallery	Herd Ring	—	Cockatrice
Demon Lord	1,950	Observation Tower	Potion	Strength Armband	
Devil	10,000	Observation Tower	Potion Hi	Mirror Armor	
Devil Armor	14,000	Battle Arena	Potion Hi	—	Black Dog
Devil Tower	17	Audience Room	Potion	Wrist Band	
Dryad	300	Underground Storage	Heart Hi	Heart Mega	
Dullahan	2,200	Observation Tower	Platinum Armor	—	Thunder Bird
Earth Armor	240	Machine Tower	Gauntlet	Gold Armor	
Earth Demon	25	Catacomb	Magic Gauntlet	—	Serpent
Ectoplasm	2	Audience Room	Mind Fix	Wrist Band	
Electric Skeleton	30	—	Leather Armor	—	Golem
Evil Hand	63	—	Intelligence Ring	Prison Garb	
Evil Pillar	480	Observation Tower	Steel Armor	Toy Ring	
Fallen Angel	6,000	Chapel Tower Vicinity	Heart Ex	—	Saturn
Fishhead	486	Underground Waterway	Mind Ex	Chain Mail	

MONSTER CATALOG CONTINUED ON NEXT PAGE

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ACT100

MONSTER CATALOG

Monster Name	Exp.	Castle Area (if unique)	Item 1 Dropped	Item 2 Dropped	Card Dropped (if any)
Flame Armor	280	—	Heart Ex	Bronze Armor	
Flame Demon	600	Eternal Corridor	Potion	Chain Mail	
Peasman	29	—	Cotton Clothes	Arm Guard	
Forest Armor	1,280	—	Chain Mail	Rainbow Robe	
Fox Archer	53	Machine Tower	Cotton Robe	Silk Robe	
Fox Hunter	272	—	Potion	Meat	
Franken	2,100	Eternal Corridor	Ninja Garb	Soldier Fatigues	
Frozen Shade	1,212	—	Magic Gauntlet	Star Bracelet	
Gargoyle	3	—	Heart Hi	Prison Garb	
Ghoul	3	—	Heart Hi	Prison Garb	
Golem	1,400	Underground Warehouse	Steel Armor	Night Suit	
Gorgon	210	—	Heart	Meat	
Gremlin	2	Catacomb	Mind Fix	Wrist Band	
Griazly	980	—	Spicy Meat	Strength Ring	
Happy	271	Underground Gallery	Stylish Suit	Star Bracelet	
Heat Shade	136	—	Stylish Suit	—	Jupiter
Hippogriff	740	—	Meat	Heart Ex	
Hely Armor	1,700	Underground Warehouse	Platinum Armor	—	Serpent
Hopper	8	Catacomb	Cotton Clothes	Gauntlet	
Hyena	105	—	Potion	Night Suit	
Ice Armor	1,500	Underground Waterway	Steel Armor	—	Neptune
Ice Demon	4,200	Underground Waterway	Diamond Armor	Rainbow Robe	
Imp	103	—	Spicy Meat	—	Salamander
Killer Bee	88	—	Antidote	Night Suit	
King Moth	150	—	Antidote	Heart Ex	
Legion	1,590	—	Cure Curse	Potion Hi	
Lilim	8,000	Machine Tower	Mind Hi	Dark Armor	
Lilith	20,000	Underground Warehouse	Mind Ex	Sage Robe	
Lizard Man	890	—	Chain Mail	—	Mandrags
Myconid	25	Underground Gallery	Potion	Mind Hi	
Man Eater	700	Underground Gallery	Heart	—	Diana
Mariannette	127	Chapel Tower	Cure Curse	Mind Hi	
Medusa Head	2	Machine Tower	Wrist Band	Hard Ring	
Merman	10	Underground Waterway	Meat	Gauntlet	
Mimic Candle	6,600	Audience Room	Heart	Gambler Ammband	
Minotaur	2,000	Observation Tower	Spicy Meat	—	Golem
Madman	2	Catacomb	Mind Fix	Cotton Clothes	
Mummy	3	Catacomb	Heart	Cotton Clothes	
Nightmare	2,000	Outer Wall	Mind Fix	Needle Armor	
Poison Armor	822	—	Antidote	Rainbow Robe	
Poison Worm	13 or 1	Catacomb	Antidote	Magic Gauntlet	
Poltorgest	510	Underground Warehouse	Mind Hi	Cursed Ring	
Scary Candle	900	Iron Golem Boss Room	Heart Ex	—	Uranus
Siren	880	—	Mind Hi	—	Griffon
Skeleton	4	—	Potion	Leather Armor	
Skeleton Athlete	25	Audience Room	Cotton Clothes	—	Griffon
Skeleton Bomber	4	—	Potion	—	Salamander
Skeleton Boomerang	112	—	Miracle Ammband	Stylish Suit	
Skeleton Knight	39	—	Leather Armor	Bronze Armor	
Skeleton Medalist	1,500	Abyss Stairway	Toy Ring	Wrist Band	
Skeleton Soldier	16	—	Leather Armor	Bronze Armor	
Skeleton Spear	6	—	Leather Armor	Cotton Robe	
Silene	11	—	Antidote	—	Venus
Sparfish	280	Underground Waterway	Heart	Heart Ex	
Specter	3	Underground Gallery	Mind Fix	Mind Hi	
Spirit	1	Catacomb	Mind Fix	Wrist Band	
Stone Armor	222	—	Hard Ring	—	Cockatrice
Succubus	710	—	Intelligence Ring	—	Manticore
Thunder Armor	800	—	Gold Armor	Steel Armor	
Thunder Demon	450	—	Magic Gauntlet	—	Manticore
Trick Candle	1,400	Cerberus Boss Room	Heart Mega	—	Pluto
Were-Bear	227	Chapel Tower	Cotton Robe	Strength Ring	
Were-Horse	1,970	Machine Tower Vicinity	Meat	Defense Ammband	
Were-Jaguar	760	—	Gold Armor	Ninja Garb	
Were-Panther	270	Chapel Tower	Wrist Band	—	Thunder Bird
Were-Wolf	140	Machine Tower Vicinity	Meat	Gauntlet	
White Armor	7,000	Battle Arena	Potion Hi	—	Unicorn
Wight	4	—	Silk Robe	Mind Hi	
Will O'Wisp	9	—	Mind Fix	Wrist Band	
Wind Armor	1,800	—	Potion	Potion Hi	
Wind Demon	3,600	Audience Room	Mind Hi	Sage Ammband	
Witch	600	—	Mind Fix	Magic Robe	
Zombie	2	—	Potion	Cotton Clothes	
Zombie Thief	58	Catacomb	Prison Garb	Luck Ring	



CASTLE GUIDE

Maps of each section of the castle follow. I've divided the castle into nine different areas, listed in the order you should complete them in. Most of the time you won't have a choice anyway, as a Magic Item obtained from one area is usually necessary to complete the following area. Locations of all major items are marked. Here are a few more points to remember:

- There are certain rooms that can only be traversed in one direction, no matter what item you have or how strong your character is. Such rooms will be denoted by arrows on the maps.
- Sometimes there's no visible way to enter a room that appears on the map. This means that a portion of the wall can be destroyed to

reveal a secret passageway. These weak parts of the wall are inconspicuously marked at best, and some aren't marked at all. Whenever you expect there to be a room on the other side but you don't see one, whip different parts of the adjacent wall until an opening appears. If you strike the right location, all it takes is one hit no matter how weak you are.

- Save points are colored bright red and Warp rooms are colored bright yellow. Each separate section of the castle is also colored differently.
- Each time you uncover new parts of the map, the "Rate" percentage will increase. The maximum value of this number after uncovering every single room in the castle is 100%.

Area 1: Catacomb



The game begins right in front of this area. You'll notice that you won't be able to reach all of the rooms in this section. Don't worry, you'll be able to return to those rooms after completing other parts of the game first.



Boss: Corbenu

HP: 400

Exp.: 500

Watch out when Corbenu gets onto a platform. He always shoots out a white laser from his mouth when he gets up there, and you'll want to be either below or behind him when that happens. Also, if his body turns red it means he's about to dash in the direction he's facing. If you're in front of him at this point, you'll usually be safe if you crouch. After you defeat Corbenu you'll get the Gravity Stone, which will allow you to jump once in mid-air.



Area 2: Audience Room & Vicinity (Abyss Stairway - Triumph Hallway - Eternal Corridor - Outer Wall - Ceremonial Room)



This is the main area of the castle that connects all of the adjoining areas. At first, you'll only be able to access the Abyss Stairway, Triumph Hallway, Outer Wall and Audience Room. Dracula's chamber is also here (Ceremonial Room), but you won't be able to get to it until you obtain the Magic Item Last Key near the end of the game.

Boss: Necromancer

HP: 500

Exp.: 2,500



If you want to keep things simple, stay on the platform in the center of the room and they won't reach you. After defeating Necromancer, you'll obtain the Magic Item Tackle, which will allow you to break through the gray square blocks found throughout the castle. You can also attack enemies with it!

Necromancer has two forms. After you inflict about 250 HP worth of damage, he'll change into his second form. He will continually summon monsters from the ground, so



Area 3: Machine Tower & Vicinity



At first, you'll only be able to enter the Machine Tower from the left side. There are lots of Medusa heads flying around here that are sure to give you a headache unless you're a seasoned Castlevania adventurer. The clock sub-weapon might be useful.

Boss: Iron Golem

HP: 1,000

Exp.: 8,000

Iron Golem is slow, but the gears falling from above will certainly give you enough to worry about. Keep your distance too. It's important to attack aggressively here because he'll heal himself every so often. With the crucifix sub-weapon you'll be able to really dish out some damage. After this battle, you'll obtain the Kick Boots. With this item, you'll be able to climb up narrow vertical passageways.



Area 4: Chapel Tower & Vicinity



The only way to reach this area the first time is through the Eternal Corridor in area 2. It's long and it's filled with tough enemies. There aren't any save points on your way, so prepare accordingly.

Boss: Adramelech

HP: 1,800

Exp.: 16,000

A good strategy here is the basic "stuck and move" procedure: Stay to the far left or right of the room and dodge his projectiles as necessary. In between his attacks you'll have a brief moment to get a couple hits in and run away. After defeating Adramelech, you'll be able to step on a switch that destroys the statues barring entrance to the Underground Gallery and Underground Waterway.

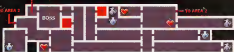


Area 5: Underground Gallery



There are lots of poisonous monsters in this area. If you have the Neptune + Manticores cards this area can be a piece of cake, but if you don't, you better hope you have a lot of Antidotes in stock. Remember that you'll recover automatically after being poisoned for a while, so sometimes it's better to just go to a nearby save point to heal yourself instead of waiting an Antidote.

MAGIC BOMB WEAPON



Boss: Dragon Zombie

HP ~1,400 each
Exp. 15,000 each

Here you'll have to fight two big enemies at once! Contact with either head or neck will hurt you, but you can walk in front of any other part of the dragon without consequence. There isn't really any safe place to stand until you kill one of them first. Concentrate on one before going after the other. Your reward is the Heavy Ring, which will allow you to move those pesky brown boxes that previously blocked your way.

Area 6: Underground Warehouse



This area isn't heavily populated with monsters, but almost all of the ones you'll face here are quite powerful. Watch out for the Holy Armor!



Boss: Death

HP ~1,760
Exp. 60,000

Death has two forms. After his HP is reduced by half, he'll transform into his second and more powerful form. All of his attacks are dangerous, but running into his body will cause you to sustain the most damage. You can destroy the blades that appear in mid-air, but there are so many that it's easier to just move around them. In his second form, Death moves like a turtle, so he's easy to avoid. However, he's so big that it's difficult to jump over him without sustaining damage. He's also difficult to attack without putting yourself in danger. As usual, the crucifix sub-weapon is essential here. After this battle you'll obtain the Cleansing Stone, which will allow you to safely traverse the water in Area 7.



Area 7: Underground Waterway



Almost all of the enemies here are of the Ice/Water element. If you use the Neptune + Serpent card combination, you'll be practically invincible against the Ice Armors and Frozen Shades.

Boss: Camilla

HP ~1,500
Exp. 30,000



Camilla rides on a gigantic floating skull. Her attacks mostly consist of semi-transparent projectiles and lasers emitted from the skull. The major problem here is that it's difficult to see anything she throws at you. It's more important to play this battle in a properly lit environment than any other. When Camilla's movement stops, you'll know that she's about to shoot out an attack from her front, so run away or be prepared to dodge. Also, at the rear base of the skull a lightning charge shoots downward toward the ground at regular intervals. Don't run under her unless you're confident that you can do it without getting struck by the lightning. After you beat her you'll obtain the Roc Wing, which will finally allow you to reach practically every single remaining part of the castle.



Area 8: Observation Tower



Here's the very top area of the castle. There's only one save point in this area, and it's a long way from the Boss room. The enemies here are the most powerful ones you'll encounter apart from those in the Battle Arena.

Boss: Hugh Baldwin

HP ~2,800
Exp. 120,000

Hugh's movements and actions are mostly based on your position relative to him. Don't panic just hit him when he approaches you and jump away immediately to dodge his sword attack. He'll randomly use some really powerful attacks every so often. If you can get up to any of the ledges near the top of the room, you can stand there safely without fear of getting hit. Of course, you won't be able to damage Hugh from way up there. After this battle, you'll get the Last Key, which opens the mysterious big door at the very beginning of the game. You can go and challenge Dracula right now, or if you're feeling tough you can try the Battle Arena...



Ceremonial Room

This is the final showdown with Dracula. He'll appear in two forms. It's possible to beat the first one, then leave and save the game before returning to challenge his second form.

Boss: Dracula (Form 1)

HP -1,200

Exp. 150,000

Boss: Dracula (Form 2)

HP -3,000



Dracula's first form is a cinch to beat. When you encounter his second form, the big eye protruding from his belly is the weak point, though you'll only be able to inflict damage when the eye is open. After his HP is reduced to about half, he'll change his attack pattern: He'll start charging into you and his eyeball will only appear after he charges three successive times. The only way you can really avoid his charging attack is to jump up quickly using the Roc Wing. Running or jumping like normal won't cut it.

Area 9: Battle Arena

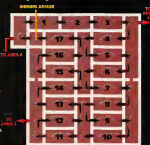


You can access this area as soon as you obtain the Roc Wing from the Underground Waterway. However, the enemies here are so tough that I recommend completing the Observation Tower or perhaps even beating the game first.

The Battle Arena is a special section of the castle that's different from all of the other areas. It consists of a series of 17 arenas and no save points at all. Once you enter an arena you won't be able to go back, and after you beat all the monsters in an arena you'll only be able to move forward. However, after beating arenas 3, 5, 7, 9, 11, 13 or 15, you'll have an opportunity to escape from the area entirely. Unfortunately, if you leave everything resets and you'll have to defeat all the monsters over again from the beginning.

That sounds like a big enough challenge, but it gets worse: All monsters here are stronger than the ones you may have encountered in other parts of the castle, even though they might have the same names. They drop the same items, but the experience points gained for beating these tough guys is much greater. Each time you go through all 17 arenas you'll gain a total of 315,722 experience points!

After completing Arena 17 you'll get the Shining Armor. It's the only way in the game to obtain this rare item. Furthermore, the Devil Armor and White Armor monsters can only be found in arenas 15 and 16 respectively. If you're around Level 70, you should be able to complete the Battle Arena. At level 80, you should be able to do it without consuming any HP recovery items.



BATTLE ARENA MONSTER TABLE

Monster (Quantity)	Exp. for each
Arena 1	
Worm-Jumper (x3)	1,200
Were-Wolf (x1)	1,100
Arena 2	
Caroblipas (x2)	2,000
Hippogriff (x2)	1,500
Arena 3	
Wind Demon (x2)	4,000
Witch (x3)	1,000
Arena 4	
Devil Tower (x12)	600
Stone Armor (x3)	3,000
Arena 5	
Electric Skeleton (x3)	700
Skeleton (x5)	500
Skeleton Bomber (x5)	550
Skeleton Spaz (x4)	600
Arena 6	
Bone Tower (x7)	800
Flame Demon (x2)	6,500
Arena 7	
Fox Hunter (x5)	600
Arena 8	
Bloody Sword (x3)	2,800
Poison Armor (x3)	3,600
Arena 9	
Abendanz (x24)	588
Arena 10	
Legion (x2)	2,800
Marinette (x12)	1,200
Arena 11	
Minotaur (x7)	4,100
Arena 12	
Archine (x3)	2,100
Succubus (x3)	3,100
Arena 13	
Uraume (x2)	5,000
Demon Lord (x5)	4,200
Arena 14	
Hyena (x8)	1,000
Arena 15	
Evil Pillar (x12)	1,500
Devil Armor (x3)	14,600
Arena 16	
White Armor (x3)	7,600
Arena 17	
Devil (x1)	30,000

MAX OUT YOUR LEVEL!

The maximum possible level for your character is 99. The number of experience points required to reach that level is approximately 24,530,000. That's a lot of monsters! If you're strong enough, the table below describes those monsters in the castle that are the easiest to defeat for the amount of Exp. they give you. Some of them won't appear until later on in the game. These baddies are still really tough though, so you may have to use various magic combinations like Uranus + Thunder Bird to destroy them without taking damage. The exact locations of these monsters are also marked on the maps in the Castle Guide section.

Monsters	Exp.	Castle Area
Ice Armor	1,500	Area 2: Underground Waterway
Nightmare	2,000	Area 2: Outer Wall (later in the game)
Wind Demon	3,600	Area 2: Audience Room (later in the game)
Ice Demon	4,200	Area 7: Underground Waterway
Fallen Angel	6,000	Area 4: Chapel Tower Vicinity
Lilim	8,000	Area 3: Machine Tower (later in the game)
Devil	10,000	Area 6: Observation Tower
Lilith	20,000	Area 6: Underground Warehouse (later in the game)

SECRET GAME MODES

So you've finished the game, you've got all the items and your character is at level 99. Well, there's a lot more left for you to do:

Complete the game on this mode...

- Normal (a.k.a. Vampire Killer mode)**
- Magician mode**
- Fighter mode**
- Shooter mode**

To unlock this...

- Enter **F I E R A L L** as your name to start a new game in Magician mode.
- Enter **G R A D I U S** as your name to start a new game in Fighter mode.
- Enter **C R O S S I O W** as your name to start a new game in Shooter mode.
- Enter **D A G G E R** as your name to start a new game in Thief mode.

You will be allowed to enter those words as your name anytime you start a new game, but they won't work unless you've satisfied their corresponding prerequisites.

So what's the point of all these modes? Normally, when you start a new game, all your stats (STR, DEF, INT, LCK, HP, MP) are at 100 (with each gained level adding 10% of each stat's base value). The differences between the secret game modes and the normal game are as follows:

Magician mode

- Start with the following stats: STR 71, DEF 50, INT 400, LCK 100, HP 50, MP 400.

- Start with all 20 cards already in your possession.

Fighter mode

- Start with the following stats: STR 141, DEF 200, INT 50, LCK 100,

HP 100, MP 100.

- No cards appear in the game at all. Magic cannot be used.

Shooter mode

- Start with the following stats: STR 71, DEF 50, INT 100, LCK 100, HP 50, MP 100.

- Start with 250 max. hearts. This number increases by 5 (instead of 2) with each level gained.

- Sub-weapons inflict large amounts of damage.

- The dagger sub-weapon may be picked up twice in a row to give it homing properties.

Thief mode

- Start with the following stats: STR 71, DEF 50, INT 100, LCK 1600, HP 50, MP 50.

POKÉMON STADIUM

ROUND 2

2

Charlotte Chen

The first round of *Pokémon Stadium* 2 was a vicious gauntlet bursting with academics, trainers, leaders, elites and rivals. Those of you who endured the trials with patience and moxie are the only ones left who have the fortitude to survive an amped-up second dosage of pain...er, I mean fun. When you're ready, take a deep breath, gird your loins (or whatever it is you gird when you're about to give someone a good whomping) and dive back through Slowking's belly into Round 2.

POKÉMON TYPE CHART

DEFENDING POKÉMON

ATTACKING POKÉMON

	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal												1/2	1/2	1/2			1/2
Fire	1/2	1/2	x2	x2								x2	1/2	1/2	1/2		x2
Water	x2	1/2		1/2				x2				x2	1/2				
Electric			x2	1/2	1/2				x2				1/2				
Grass	1/2	x2	1/2				1/2	x2	1/2	1/2	x2	1/2	1/2	1/2	1/2		1/2
Ice	1/2	1/2	x2	1/2			x2	x2						x2	1/2		1/2
Fighting	x2				x2	1/2	1/2	1/2	1/2	1/2	x2	1/2	1/2	x2	x2		x2
Poison					x2		1/2	1/2			1/2	1/2					1/2
Ground	x2		x2	1/2			x2			1/2	x2						x2
Flying			1/2	x2			x2					x2	1/2				1/2
Psychic							x2	x2		1/2					1/2		1/2
Bug	1/2			x2	1/2		1/2		1/2	x2		1/2		x2	1/2		1/2
Rock	x2				x2	1/2	1/2	x2		1/2	x2						1/2
Ghost	1/2									x2			x2	1/2	1/2		1/2
Dragon														x2	1/2		1/2
Dark						1/2			x2				x2	1/2	1/2		1/2
Steel	1/2	1/2	1/2		x2							x2					1/2

Chart Legend

1/2 Not very effective

x2 Super-effective

Ø No effect

When choosing Pokémon for your team, balance is vital. Check the chart below to weigh

the advantages and disadvantages of each Pokémon type.

Other Factors

- Attacks:** If a Pokémon uses an attack that matches its type, the attack is 1.5 times stronger.
- Critical Hits:** If your Pokémon is lucky enough to land a critical hit, its attack will deliver double damage. You can increase the chance for a critical hit by making your Pokémon hold a Scope Lens, or by using moves that have a naturally high critical hit ratio.
- Weak Spots:** This is the cheapest hit of the game, since it is completely random and also causes double damage. If your Pokémon delivers a critical hit to its opponent's weak spot, it will cause four times the normal amount of damage.



GYM LEADER CASTLE: ROUND 2

Scaling to the pinnacle of the Gym Leader Castle in Round 2 proves a long and arduous task that is replete with pitfalls, especially if you must rely on rental Pokémon to make it to the top. The area is split between the Johto and Kanto regions, with Kanto accessible after you defeat the Elite Four and Champion. Although the Gyms still tend to rely heavily

on one type of Pokémon (except in the case of Viridian Gym), the Trainers and Leaders in Round 2 have a tougher set of Pokémon and will use new strategies against you. At least you can choose a new set of six Pokémon for each Gym you encounter...and knowing their type specialties gives you a huge advantage.

Johto Gym Leader Castle—R-2

Violet Gym

Gym Specialty: Flying Pokémon

Tips: Matt uses Mirror Move often, so be careful if you're leading off with Aerodactyl's Ancientpower. It can no longer knock out the opponent's Pokémon with one hit and is super-effective against Aerodactyl if it is sent back. Falkner tends to use Mud-Slap to reduce accuracy. Use a combination of Rain Dance and Thunder to get a sure hit.

1. Bird Keeper Matt:

Pidgeotto, Togatit, Fearow, Farfetch'd, Noctowl, Murkrow

2. Gym Leader Falkner:

Pidgeot, Dodrio, Gligar, Charizard, Skarmory, Zapdos



Azalea Gym

Gym Specialty: Bug Pokémon

Tips: Stick to powerful Flying-type attacks like Drill Peck and Fire-type attacks like Fire Blast.

1. Bug Catcher Chao:

Beedrill, Sunflora, Butterfree, Sandshrew, Yanma, Dunsparce

2. Twins Min & Lyn:

Ledian, Eevee, Ponyta, Pinco, Snubbul, Nidorina

3. Gym Leader Bugsy:

Scyther, Hecaross, Pinsir, Quagsire, Sudowoodo, Raticate



Goldenrod Gym

Gym Specialty: Normal Pokémon

Tips: All of Rita's Pokémon have the Attract attack. Use Pokémon that have no genders (like Magneton), or switch to a Pokémon of the same gender as the opponent if the one you're using becomes infatuated. A good Fighting Pokémon like Hitmonlee is invaluable in this Gym.

- 1. Less Lois:** Furret, Corsola, Jumpluff, Porygon, Dugtrio, Alipom
- 2. Beauty Rita:** Pikachu, Togetic, Clefable, Wigglytuff, Azumaril, Delibird
- 3. Gym Leader Whitney:** Milank, Golduck, Persian, Donphan, Mr. Mime, Tauros



Cianwood Gym

Gym Specialty: Fighting Pokémon

Tips: If you have Brightpowder, give it to one of your Pokémon to hold. Nick uses one-hit K.O. attacks like Fissure, Horn Drill and Guillotine, which have a 30% chance of connecting. Reduce his accuracy as much as you dare, and use a Psychic Pokémon like Kadabra to combat the Fighting types.

- 1. Blackbelt Nick:** Machoke, Graveler, Kingler, Arbok, Dragonair, Pinsir
- 2. Gym Leader Chuck:** Poliwhirl, Sandslash, Ursaring, Ampharos, Hitmonchan, Hypno



Team Rocket

Gym Specialty: Poison and Dark-type attacks

Tips: The first grunt usually recalls the first Pokémon he sends out, so use the lag time to increase your Pokémon's defense. Use a strong Pokémon like Shuckle to take the hits when the grunt forces his Pokémon to self-destruct. Also give the strongest member of your team a Sitter Berry to hold, since the last Rocket will hit you with Swagger.

- 1. Rocket Grunt:** Weezing, Electrode, Cloyster, Sudowoodo, Forretress, Golom
- 2. Rocket Grunt:** Houndour, Shuckle, Azumaril, Shellder, Onix, Dewgong
- 3. Rocket Executive:** Vileplume, Arbok, Magcargo, Kabutops, Victreebel, Golbat
- 4. Rocket Executive:** Houndoom, Octillery, Wobbuffet, Hypno, Parasect, Tyranitar



Blackthorn Gym

Gym Specialty: Dragon Pokémon

Tips: Gloria's Pokémon will trap yours with Spider Web, Bind, or Whirlpool—you can get out of these traps by using Rapid Spin. She'll also hit you with Spore or Hypnosis, so use fast Pokémon (give one a Quick Claw for an added chance for first-strike) and put her Pokémon to sleep first.

- 1. Coatltrainer Gloria:** Smeigle, Tangela, Jynx, Golduck, Haunter, Ninetales
- 2. Coatltrainer Vico:** Ivysaur, Wartortle, Charmelon, Bayleef, Croconaw, Quilava
- 3. Gym Leader Clair:** Kingdra, Ampharos, Nidoking, Rhydon, Charizard, Gyarados



Champion

Tips: Lance's powerful Tyranitar will make short work of the Psychic and Electric Pokémon that got you past the Elite Four. In Lance's case, you may need to resort to Destiny Bond, using a fast Pokémon that you know will get knocked out in one hit. Haunter is the only Rental that's quick and weak enough for this. You can also use Wobbuffet's Mirror Coat, as long as it survives the first hit.

Ecruteak Gym

Gym Specialty: Ghost Pokémon

Tips: Watch out for Sage Ty's Mean Look. It's the move he tends to use first, so switch out immediately to a Pokémon that is strong against his. You'll need a Psychic Pokémon for the first two battles and a good Dark Pokémon to use against Morty.

- 1. Medium Holly:** Gastly, Noctowl, Weepinbell, Qwilfish, Snaking, Ditto
- 2. Sage Ty:** Haunter, Grimer, Jynx, Golbat, Muk, Murkrow
- 3. Gym Leader Morty:** Gengar, Mantine, Granbull, Lapras, Misdreavus, Exeggutor



Olivine Gym

Gym Specialty: Steel Pokémon

Tips: Jasmine likes to recall often. Use Fire Spin, Whirlpool or Mean Look in combination with Toxic or Perish Song to prevent this. Steelix is a mainstay of her party, so keep a Water-type in your own party to get rid of it.

- 1. Gym Leader Jasmine:** Steelix, Stantler, Blastois., Slowbro, Rapidash, Scizor



Mahogany Gym

Gym Specialty: Ice Pokémon

Tips: Carol is obsessed with the Icy Wind attack, which lowers your speed. Switch out to a fast Pokémon so you can get in several hits before your Pokémon's speed falls below hers.

- 1. Boulder Alvin:** Venusaur, Snorlax, Kadabra, Seel, Delibird, Magneton
- 2. Skier Carol:** Sudra, Raticate, Onix, Marowak, Poliwhirl, Persian
- 3. Gym Leader Pryce:** Piloswine, Quagsire, Hitmontop, Tentacool, Girafarig, Articuno



Elite Four

Tips: The Elite Four are stronger this time and have a more diverse team of Pokémon. Each one only uses two Pokémon whose types match their particular specialty. Use Wobbuffet and Corsola (because of their Counter and Mirror Coat attacks) and give one of them a Focus Band to hold. If you own one, use a Psychic Pokémon that knows some Dark or Ghost-type attacks to get through Will; mine was a Mewtwo with Shadow Ball, which is almost strong enough to let you through the first three battles by itself.

- 1. Will:** Xatu, Electabuzz
- 2. Koga:** Venomoth, Magmar, Lapras, Stantler, Lanthum, Ariados
- 3. Bruno:** Machop, Golem, Primeape, Granbull, Exeggutor, Ursaring
- 4. Karen:** Umbreon, Persian, Murkrow, Slowbro, Misdreavus, Electrode



- 1. Lance:** Dragonite, Aerodactyl, Feraligatr, Kangaskhan, Arcanine, Tyranitar



Johto Gym Leader Castle: E-2—Clear

Once you defeat Lance, you can teach one of your party Pokémon a move they previously forgot (the same reward you get in Round 1, so go back there if you want to get this opportunity more easily). You also open up Kanto Gym Leader Castle R-2.

Kanto Gym Leader Castle—R-2

Pewter Gym

Gym Specialty: Rock

Tips: Look out for Fissure by having your Pokémon hold Brightpowder, or a Focus Band.

Brocks: Staalix, Muracross, Rhydon, Slowbro, Ursaring, Shuckle



Vermilion Gym

Gym Specialty: Electric

Tips: Surge tries to freeze and/or paralyze you. Remember that in the Cup rules, only one of your Pokémon may be frozen at a time, so if you get frozen solid, switch out—your next Pokémon cannot be frozen.

Lt. Surge: Raichu, Victreebel, PorygonZ, Quagsire, Dodrio, Jolteon



Fuchsia Gym

Gym Specialty: Poison Pokémon

Tips: Use Psychic, Ground and Dark Pokémon who know sure-hit moves like Swift and Faint Attack.

Janine: Gyratrig, Meganium, Crobat, Muk, Vipareon, Forretress



Viridian Gym

Gym Specialty: None

Tips: As Blue says himself, "Balance is the key." Stack your team with diverse and powerful Pokémon, not getting old stand-by favorite Wobbuffet.

Blaine: Kingdra, Scyther, Milank, Gengar, Houndoom, Piloswine



Kanto Gym Leader Castle: R-2—Clear

Whooping the Kanto Gym Leader's butts will impress your fallen foes so much that they'll give you permission to challenge Red, a legendary trainer who continually hones his skills atop Mt. Silver, a craggy peak infested with ultra-powerful Pokémon. In Gold and Silver, he stands with his back to you at the top of the mountain. In mute contemplation of his incredible prowess, and defeating him is the true end of the game. He's wordless. He's mighty. I don't know about you, but he's starting to tick me off—legendary cats or no, it's time someone took him off his high horse.

Mt. Silver—R-2

Red doesn't say much, but he's clearly a talented individual. When I fought him, he kept using the same set of three Pokémon—Entei, Snorlax and Espeon—though that's no guarantee it will be the same for you. Entei comes out first holding a Scope Lens, which increases its chances for a critical hit. Using Wobbuffet here is risky, since Entei and Espeon know strong Dark-type attacks, but if you give Wobbuffet a Focus Band you may survive to use Mirror Coat. Snorlax's Shadow Ball attack is also powerful against Wobbuffet. Remember that Ghost-type attacks are considered physical attacks, so you need to use Counter to send them back rather than Mirror Coat.

Suggested Rentals: Corsola, Wobbuffet, Haunter, Primeape, Onix, Umbreon

Beds: Corsola, Wobbuffet, Haunter, Primeape, Onix, Umbreon



Cerulean Gym

Gym Specialty: Water

Tips: Stuck with Grass and Electric types, they'll do well against Starmie, who is her strongest competitor.

Misty: Starmie, Wigglytuff, Nidoqueen, Ampharos, Dragonair, Politoed



Celadon Gym

Gym Specialty: Grass

Tips: Use a combination of Fire, Flying and Water attacks.

Erika: Bellossom, Marowak, Ninetales, Mantine, Blissey, Exeggutor



Saffron Gym

Gym Specialty: Psychic Pokémon

Tips: Sabrina is only using two Psychic Pokémon, so don't stuff your own team with Dark-types. Use a balanced team of Dark, Fire, Psychic and Water Pokémon to cover all your bases.

Sabrina: Starmie, Wigglytuff, Nidoqueen, Ampharos, Dragonair, Politoed



Cinnabar Gym

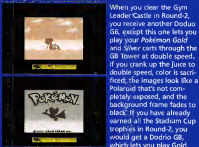
Gym Specialty: Fire Pokémon

Tips: Hit Arcanine, Chansey and Clefable with Ancientpower or Earthquake (it's super-effective against Arcanine, and it's a physical attack, so Chansey and Clefable's high special defense stats won't be an issue.) A Fighting Pokémon with Dig is also a good bet; your only real problem is Vileplume, which you can knock out with a good blast of Psychic.

Blaine: Arcanine, Mr. Mime, Chansey, Clefable, Vileplume, Moltes



Mt. Silver: R-2—Clear



and Silver at triple speed and makes the images appear black & white. Use the CP button to toggle between available the three available speeds.



STADIUM: ROUND 2

The Stadium Cups are much harder than the Gym Leader Cup because of the way they're formatted. You don't earn continues unless none of your Pokémon faint during a battle, and you're stuck with the same team of six Pokémon throughout the entirety of each tournament. Trying to take this arena using only Rental Pokémon is frustrating, and almost impossible; even when I was using my own team of Pokémon during the Poké Cup Master Ball R-2 tournament, Jason's stuffed Pikachu needed to take a few unscheduled flights around the office for stress relief.



Little Cup: R-2

These little fellows are cute as the dickens until they start kicking your butt. The best way to combat these miniature soldiers is by breeding some of your own baby Pokémon for battle. Most of you should be familiar with the breeding program in Pokémon Gold and Silver. Stick two Pokémon of opposite genders in the Day Care Center and see if they'll breed. Check your Pokémon's feelings after it's in the backyard—if the dialogue box reads, "It's friendly with [the other Pokémon]" or "It shows interest in [the other Pokémon]," then you'll get an egg eventually. The time it takes for a Pokémon to lay an egg varies with the species, but it is judged according to how many steps you've taken since you left the egg. Don't just leave your Pokémon there overnight, and expect them to have an egg if you haven't gone anywhere in the meantime. You can use the rentals I've listed if you choose, but just remember that you get what you pay for, and the rentals are free.

Suggested Rentals: Abra, Vulpix, Ekeid, Staryu, Phanpy, Machop

- 1. Youngster Bernie:** Venonat, Pineco, Voltorb, Machop, Exeggute, Rhyhorn
- 2. Picnicker Stacy:** Horsea, Phanpy, Bulbasaur, Goldeen, Spearow, Quilava
- 3. Camper Grant:** Hoppip, Wooper, Diglett, Teddiursa, Meowth, Psyduck
- 4. Pokéfan Janet:** Ledian, Magnemite, Gastly, Houndour, Ariados, Seel
- 5. Schoolboy Clark:** Pichu, Chikorita, Cleffa, Maril, Vulpix, Sentret
- 6. Swimmer Cora:** Poliwhg, Abra, Marowak, Cubone, Dratini, Charmander
- 7. Teacher Tina:** Eevee, Natu, Ponyta, Rattata, Dooduo, Tyrogue
- 8. Pokéfan Rex:** Ekeid, Porygon, Onix, Slowpoke, Scyther, Chansey

PokéCup: R-2

I don't recommend any of the Rental Pokémon to use in the Poké Cup, which is the hardest arena by far. If you are serious about Pokémon, and I assume you are to get this far through Pokémon Stadium 2, then you would prefer to use your own team anyhow. Listed below is the team of Pokémon I home-brewed in Pokémon Gold and Silver. For the most part, I used the first three, with Umbreon leading to absorb special attacks, or Snorlax leading to absorb physical attacks. When creating your own team, bear in mind that healing moves like Giga Drain, Recover, Moonlight, Morning Sun or Pain Split are the great equalizers in Round 2 tournaments.

- 1. Umbreon:** Toxic, Mean Look, Moonlight, Bite: Blackglasses
- 2. Espeon:** Attract, Psychic, Bite, Swift: TwistedSpoon
- 3. Snorlax:** Rest, Snore, Body Slam, Surf: Leftovers
- 4. Wobbuffet:** Counter, Mirror Coat, Safeguard, Destiny Bond: Focus Band
- 5. Dodrio:** Drill Peck, Tri Attack, Protect, Hyper Beam: Sharp Beak
- 6. Electabuzz:** Swagger, Double Team, Rain Dance, Thunder: Magnet

Poké Ball: R-2

- 1. Bug Catcher Nelson:** Ledyba, Spinarak, Caterpie, Weedle, Yanma, Venonat
- 2. Swimmer Bruce:** Seaking, Azumarill, Lanturn, Qwilfish, Dewgong, Seadra
- 3. Hiker Chester:** Sandslash, Sunflora, Kabutops, Butterfree, Graveler, Hitmonchan
- 4. Super Nerd Clifford:** Porygon, Pineco, Electrode, Pupitar, Milank, Misdeavus
- 5. Beauty Alesia:** Sudowoodo, Wigglytuff, Delibird, Togekiss, Pidgeotto, Marowak
- 6. Burglar Jensen:** Gligar, Dunsparce, Quilava, Ninetales, Rapidash, Steelix
- 7. Boarder Claude:** Sneasel, Kangaskhan, Chansey, Dragonair, Clefable, Mr. Mime
- 8. Psychic Mason:** Slowbro, Stantler, Primeape, Quagsire, Meganium

Great Ball: R-2

- 1. Pokéfan Carmen:** Sunflora, Tangela, Shuckle, Qwilfish, Noctowl, Octillery
- 2. Youngster Wyatt:** Granbull, Ariados, Kingler, Ditto, Fearow, Rhyhorn
- 3. Firebreather Cliff:** Magmar, Magcargo, Lickitung, Ninetales, Hitmontop, Bellossom
- 4. Biker Dillon:** Weezing, Skarmory, Nidoking, Ampharos, Cloyster, Parasect
- 5. Teacher Molly:** Mr. Mime, Girafarig, Venomoth, Sandslash, Stantler, Smeargle
- 6. Sage Chen:** Misdeavus, Golbat, Tentacool, Dewgong, Muk, Umbreon
- 7. Pokéfan Baxter:** Venusaur, Mantine, Magnetron, Chansey, Kadabra, Kabutops
- 8. Pokémaniac Pedro:** Dragonite, Vaporeon, Phanpy, Exeggutor, Hitmonlee, Ursaring

PokéCup: R-2 continued on next page

Vitru Ball: R-2

- Bug Catcher Nelson:** Ledian, Omastar, Dodrio, Yamna, Venomoth, Beedrill
- Swimmer Bruce:** Mantine, Corsola, Raichu, Dunsparce, Cloyster, Seaking
- Hiker Chester:** Furret, Lickitung, Slowking, Clefable, Azumaril, Rapidash
- Super Nerd Clifford:** Porygon2, Raticate, Forretress, Lanturn, Magnetron, Dugtrio
- Beauty Alysia:** Wigglytuff, Flareon, Nidoqueen, Vileplume, Jumpluff, Politoed
- Burglar Jensen:** Persian, Steelix, Murkrow, Pinsir, Gyarados, Moltres
- Bearder Claude:** Sneasel, Articuno, Blissey, Golduck, Kangaskhan, Zapdos
- Psychic Mason:** Xatu, Espeon, Jolteon, Blastoise, Heracross, Primeape

Master Ball: R-2

- Pokéfan Carmen:** Swinub, Hypno, Dewgong, Victreebel, Golem, Clefable
- Youngster Wyatt:** Granbull, Alados, Feraligatr, Fearow, Rhydon, Tauros
- Firebreather Cliff:** Charizard, Typhlosion, Slowking, Blissey, Nidoqueen, Exeggutor
- Slurper Dillon:** Milank, Vaporeon, Weezing, Skarmory, Muk, Ampharos
- Teacher Molly:** Mr. Mime, Scizor, Arcanine, Girafarig, Raticate, Quagsire
- Sage Chen:** Crobat, Umbreon, Entei, Jynx, Misdreavus, Lapras
- Pokéfan Baxter:** Rapidash, Suicune, Alakazam, Aerodactyl, Marowak, Electrode
- Pokémonian Pedro:** Gengar, Starmie, Snorlax, Electabuzz, Machop, Dragonite

Prime Cup: R-2

Now that you're in Round 2, Celebi and Mew can both be rented. It's not a wise decision to include both of these rare Pokémon in your party, since they are both Psychics. Stick to one or the other if you insist on using them. This tournament is actually easier than the Poké Cup, since there aren't any level restrictions. Raise your Pokémon to Level 100, crank up their stats with pharmaceutical drugs and rip through this tournament with ease... unless you

must resort to the lame-o rental Pokémon. I've listed some rentals that can get you through the tournament, but it will take a long time, and it might be more worthwhile to just raise your own Pokémon until they reach Level 100. This can be done most easily by blitzing through the Indigo Plateau and giving the Pokémon you want to level up an Exp. Share or a Lucky Egg to hold, since this will give them experience even if they don't participate in the actual battle.



Suggested Rentals: Aerodactyl, Kadabra, Ninetales, Corsola, Wobbuffet, Haunter

- Less Terry:** Bellossom, Blissey, Donphan, Steelix, Jumpluff, Milank
- Blackbelt Yang:** Wobbuffet, Blastoise, Tentacruel, Primeape, Heracross, Poliwrath
- Bird Keeper Adam:** Dragonite, Xatu, Aerodactyl, Moltres, Zapdos, Articuno
- Coat Trainer Floria:** Hypno, Exeggutor, Rapidash, Politoed, Mr. Mime, Espeon
- Fisherman Chase:** Omastar, Feraligatr, Lanturn, Weezing, Quagsire, Slowbro
- Scientist Craig:** Starmie, Umbreon, Misdreavus, Stantler, Crobat, Electrode
- Skier Kathy:** Suicune, Tyranitar, Snorlax, Kingdra, Scizor, Jolteon
- Coat Trainer Marty:** Celebi, Persian, Gengar, Machop, Lapras, Raikou

Challenge Cup: R-2



There's no way to prepare for this Cup, because you are forced to play with a random team of Pokémon that the computer selects. However, it is possible to learn from experience.

Whenever a trainer defeats you in the Challenge Cup, pay attention to the Pokémon he or she used and in what order, since they'll tend to stick to the same pattern. Also, if you lose the Challenge Cup enough times, the computer will start giving you better combinations of Pokémon and items. Depending on whether you cleared the Gym Leader Castle or the Stadium Cups first, you'll get a Doduo or a Dodrio GB, which can play Pokémon Gold and Silver at double and triple speed, respectively.



Rival: R-2

Once you clear the Gym Leader Castle and all the Stadium Cups in Round 2, you gain access to your Rival in R-2. This time around he's even more annoying, though I didn't believe it was humanly possible to be more obnoxious than he was in the first round. His team of legendary Pokémon have learned some moves they didn't know in Round 1, which means some members of the team you used against your Rival in R-1 are no longer desirable. It will take a very long time to win using Rentals, because of their relative weakness in comparison with the Rival's Pokémon. Anyone who stuck it out long enough in Pokémon Stadium 2 to get to this final boss ought to have their own set of Pokémon. Use your judgment, and try not to slug innocent bystanders (not that I ever have—it was more of a kick) while trying to complete this last battle.



Suggested Rentals: Corsola, Haunter, Misdeavus, Umbreon, Wobbuffet, Zapdos

1. Lugia: Aeroblast, Earthquake, Psychic, Safeguard; Leftovers

Tips: Use Umbreon's Sand-Attack to reduce Lugia's accuracy, then switch to Zapdos and try to nail it with Thunder. A lot of this depends on luck, and on the Rival not choosing to switch out as well. There's no time for Rain Dance in this battle, since his Pokémon's stats are significantly higher. A super-effective attack from a Rental Pokémon may do less than 50 points of damage, and these monsters have at least 400 HP each.

2. Ho-oh: Sacred Fire, Thunder, Earthquake, Giga Drain; Quick Claw

Tips: It's impossible to win with speed, since Ho-oh is holding a Quick Claw; you're not likely to get the first move even if you're holding one, too. Use Wobbuffet's Mirror Coat/Counter attack (Mirror Coat to return damage for Sacred Fire and Counter to return damage for Earthquake) and you'll knock the bird out with one hit. Of course, the catch is that you need to determine when it's going to use a specific attack, and the Rival will jump around between Sacred Fire, Earthquake and Giga Drain to mess with your counterattacks. Once again, winning this way depends a lot on luck.

3. Mewtwo: Psychic, Submission, Thunderbolt; Recover; King's Rock

Tips: Mewtwo will use Thunderbolt instead of Psychic when it sees Wobbuffet, so choose Mirror Coat to send damage back to it. Although Mewtwo knows Recover, the Rival doesn't use it wisely, so keep an eye on Wobbuffet's health points to determine whether or not it can withstand another hit (barring any unfortunate critical or weak point strikes by the Rival). Another way to pull down Mewtwo is to give Haunter a Quick Claw to hold so it can use Destiny Bond before Mewtwo or Lugia's Psychic attacks knocks it out (once again, getting to move first is still a crapshoot, but if it works, you'll pull down Mewtwo or Lugia with one Pokémon.)

Rival: R-2—Clear



After you defeat your Rival in R-2, the lengthy credit sequence begins rolling. Pokémon fly across the screen, then credits roll with different scenes of Pokémon battles inserted. One of them appears to be your Rival combating a young girl trainer using Suicune. Check out the photo here and compare it to the picture of the girl trainer in Pokémon Crystal in the Pokémon Report. Quite a striking similarity, eh? Anyway, go grab a snack or something and come back at the tail end of the credits. Your reward for defeating the last trainer in Pokémon Stadium 2 is a Gengar that knows Earthquake, which you can pick up from Professor Oak's Pokémon Lab. There's also a new graphic for the opening screen, which pictures Ho-oh and Lugia bursting out from the center of the logo. Congratulations! You're done. Go run out naked in the streets in celebration, you deserve it. Now excuse me while I take a vacation somewhere far away where no one can ever, ever make me play this game again.

SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of Select Games is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "Tip & Tricks Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Watch for it!

Games with the Super Import symbol were only available in Japan at press time. See on the lookout for a possible American release sometime in the near future!

JAMES BOND 007 IN... AGENT UNDER FIRE

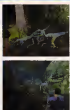
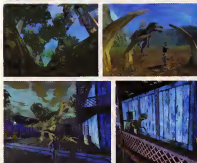
EA Games • 4th Quarter 2001 • 1-6 P. 50

Many of you have been waiting eagerly for the highly-touted PlayStation 2 version of 007. *The World Is Not Enough*. In a surprising move, Electronic Arts decided to shelve the project and create a whole new Bond game exclusive to the PS2. James Bond 007 in... *Agent Under Fire* is essentially a combination of two previously announced PS2 efforts: 007: *The World Is Not Enough* and 007: *Racing* (featured in the February issue of *Select Games*). The game features a whole new James Bond story written exclusively for the game and combines first-person shooter levels with combat driving missions. Bond's ultimate goal is to defeat Malgrave, a megalomaniac terrorist bent on taking over the world. Of course, world domination is a common aspiration amongst Bond villains, but the high-tech Malgrave sets out to accomplish this by building an army of clones. Bond's babe-of-the-hour is Zoe Nightshade, a beautiful young lady with plenty of firearm support. To round out the full Bond experience, plenty of weaponry and Q-gadgets will accompany every mission. From what we've seen, the first-person shooting mode will initially remind many people of EA's *Medal of Honor* series. With Bond's modern weaponry and over-the-top gadgets, however, you'll soon realize that this isn't the French Underground anymore. In fact, Bond will be able to zip through many areas using a special grappling hook and will even be supplied with a Jetsons-style jetpack during certain missions! EA is busy perfecting the multiplayer deathmatch mode and will even include a four-way split-screen driving mode as well. The waiting game starts all over as *Agent Under Fire* is planned for a late 2001 release. Like fine wine, patience can yield fantastic results.



JURASSIC PARK: SURVIVAL

Universal • 4th Quarter 2001 • 1-2 Players



It's another crisis at the dinosaur lab! The Jurassic Park saga continues on the PlayStation 2 with Jurassic Park: Survival. You would think that after all its misfortunes the park will be closed down by now, but research goes on as our unsuspecting hero, David Vaughn, diligently monitors the giant creatures. Suddenly, the compound is raided by terrorists whose mission is to steal dinosaur DNA. Vaughn attempts to escape on a helicopter, but the chopper is gunned down and he's left for dead. The adventure begins as you take control of a groggy Dr. Vaughn, who wakes up to find himself deep in the wild jungle. With very limited supplies, Vaughn must find and rescue fellow scientists, ward off ferocious dinosaurs and boot the terrorists off the island. Sounds like a tall order for one man, but heroes are made every day! Vaughn will eventually come across more powerful weapons including grenade launchers, machine guns and sniper rifles. There will even be sequences where Vaughn gets to ride ATVs as he tries to escape a stampede of dino! Jurassic Park: Survival will feature some of the movie's most amazing-looking dinosaurs, including Velociraptor, Triceratops and the mighty T-Rex. But don't stare too long or you'll turn into a tasty afternoon snack!



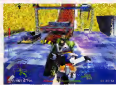
GUNDAM: JOURNEY TO JABURO

Bandai • July • 1 Player



Although the Gundam Wing TV series on Cartoon Network seems to be growing in popularity, most hardcore Gundam fanatics will accept no other substitute than the original Gundam TV series that started in 1979 starring Amuro Ray. Gundam: Journey to Jaburo for the PlayStation 2 is based on the original TV series

and focuses on the battles of the legendary "One Year War." Of all the Gundam games released worldwide, few offer pure mech-style action where you can freely roam and battle in a 3-D environment. Journey to Jaburo gives you full control of your machine with the ability to run, stafe, use jet propulsion and even switch between the saber and machine gun. Some missions will have you go solo and there are other team-based missions that require you to give out orders to other computer-controlled Mobile Suits. The game closely follows the TV episodes and features familiar stages like the Colony Interior, Great Canyon, City Island, Jaburo Frontier and more. The story even delves into the growing rivalry between hero Amuro Ray and Char Aznable, the commander of the mysterious Red Zeon. Plenty of enemy Mobile Suits make their appearance as well as a few from Amuro's squad like Gun Cannon, Gun Tank and G-Armor. The game will also feature several later model Gundams like the Gundam 0080, 00th MS Team series and the Side Story versions.



SONIC ADVENTURE 2

Interplay • 4th Quarter 2001 • 1-2 Players



Sonic Adventure 2 arrives in stores just in time to commemorate Sonic's tenth birthday. It is also probably the last exclusive Sonic the Hedgehog game for any Sega system as Sega redefines itself as a multiplatform publisher. Sonic Adventure 2 brings back some of Sonic's old friends like Tails and Knuckles and lets you play as them in several stages. Unlike the previous adventure, however, Sonic Adventure 2 will also put you in the shoes of the villains. Three "Dark" characters—Dr. Robotnik, Shadow and Rouge—will be selectable so you can experience the flipside of the story. Shadow and Rouge are brand new characters in the Sonic universe and although they are categorized as villains, their real motives are a mystery. Shadow is a black hedgehog who looks a lot like Sonic, but he is actually a creation of Dr. Robotnik. Rouge is Knuckles' love interest and she has almost the exact same moves as Knuckles, like the ability to climb walls and search for Emeralds. Sonic Adventure 2 focuses more on action than the first Sonic Adventure and less on plot-driven scenarios. A two-player versus mode can also be enjoyed with a friend. The two-player mode is basically a race through any of the courses, tallying up points for collecting items and destroying enemies for the highest score. Sonic Adventure 2 makes it difficult to believe that the time has come for the Dreamcast.



Select Games

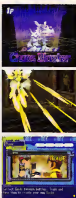
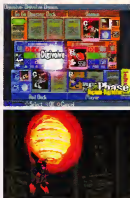


DIGIMON: DIGITAL CARD BATTLE

Sendai • Available Now • 1-2 Players

Digimon: Digital Card Battle takes the popular Digibattle card game and brings it to life onto the PlayStation to create twice the fun. Now all the battles can be seen in detailed 3-D environments so nothing is left to the imagination. Players must participate in Digital Card tournaments held in Digiland in order to win as many Digimon cards as possible.

There are more than 30 different varieties of cards with over 40 new Digimon characters. Of course, each Digimon can evolve into stronger creatures by participating in several battles. The game contains a huge world map where different tournaments are held, allowing players to increase their card collections and thereby increasing the power of their decks. Digimon: Digital Card Battle has a comprehensive tutorial for newbies who haven't played much of the actual Digibattle card game. The game is very popular in Japan and some TV shows have even hosted tournaments. The Japanese version allows the PlayStation to trade cards using Sendai's WonderSwan handheld device and a link cable, but unfortunately the WonderSwan seems have passed its window of opportunity here in the U.S. Still, if you're a Digimon fan, you can't pass this one up!



SUPERCAR STREET CHALLENGE

Activision • Fall • 1-2 Players

the world's most fastest road vehicles. The game features more than ten European and American road hogs licensed by Lotus, Callaway, Bertone, Pontiac and more. Racers can burn rubber around landmark international cities like Los Angeles, London and Rome, just to name a few. The game is loaded with tracks. Each track has unique shortcuts and surprises to prod your sense of discovery. In addition to licensed vehicles, users can create their own supercars by using the Styling Studio. Players can earn decals, auto parts and other features by winning races so they can build and improve their own vehicles. The cars will show visible damage from the frenetic driving and can affect driving performance. Supercar Street Challenge isn't the most graphically impressive PlayStation 2 title, but the focus is on fun and pure speed. The game is reminiscent of San Francisco Rush with its arcade-style gameplay and stunning speeds. Supercar Street Challenge should arrive in stores in the Fall.

Supercar Street Challenge is a non-nonsense arcade-style racer that lets you race some of



SMASHING DRIVE

Namco • Available Now • 1 Player



Smashing Drive will certainly be compared to Crazy Taxi as players take the role of a cab driver in the New York concrete jungle. The cabs are more streamlined and futuristic than the cabs in Crazy Taxi and are able to perform outrageous stunts with the use of power-ups found on the streets. Picking up passengers and getting them to their destinations is the focus of the game, but unlike Crazy Taxi, you are competing with other drivers. The cabinet can be linked for a four-way battle or you can race against computer-controlled drivers. Some of the power-ups include a Battering Ram to smash through traffic, Glider Wings to fly like Chitty-Chitty Bang-Bang, Bigfoot to roll over obstacles and Turbo Boost to tear up the streets. You can even inflict damage on your opponent's cab to ensure your victory. A high score will qualify you for an extra bonus round after every track. Check it out at your local arcade. It's smashing, baby!





X-MEN MUTANT ACADEMY 2

UPDATE!

Action • Fall • 1-2 Players

From what we have seen so far, *X-Men: Mutant Academy 2* looks very polished, with the addition of at least three new characters, Havok, Forge, and Rogue. Three more are expected to be added to the final version, which contains a Survival Mode, Versus Mode, Arcade Mode, Academy Mode and Cerebro Mode which unlocks all of the characters' ending sequences. The fighting engine from the first game remains intact; Tekken-style chain combos are still the rage, as are the X-Treme Counter and X-Treme Meter which still allow you to switch between the three Super Bars at the bottom of the screen and replenish one of your choice. There are some pretty nifty new character features as well. For example, Rogue uses flight as her normal means of moving around the screen to fight her opponent! Watch for this Xcellent new fighting game in the fall.



GITAROO-MAN

Kick • Summer • 1-4 Players



Gitaroo-man is back! And we love it! Koei's Gitaroo-man is an out-of-this-world music game where one boy must save his planet armed with his "Gitaroo." The boy wonder of the story is U-1, a reclusive elementary school student who is ridiculed by his classmates for his weird appearance. Little does his peers know that he will eventually save the planet, Gitaroo, from the evil keyboard aliens called Graboon. U-1 is actually a descendant of the legendary Gitaroo-man and he must find the sacred "Gitaroo" instrument to complete his transformation. The character designs in Gitaroo-man are an absolute hoot and will imprint a permanent smile on your face. Much of the gameplay is based upon the now-standard music game system of pressing



the Δ , \square , \times or \circ buttons with the symbols that appear on the screen and in time with the music. Any guitar player knows that you can't fully rock out without using the whammy bar and that's exactly what U-1 does. By using the analog joystick of the Dual Shock controller, you can bend notes and even do "dive bombs" with the "Gitaroo," but you must match the wavy lines that appear on the screen. Gitaroo-man is a riot; it's definitely the craziest-looking game to come to the PS2 so far. More like this, please!



ROCKET POWER

Thrill • 3rd Quarter • 1-2 Players

Nickelodeon's hottest new show, *Rocket Power*, is coming to the PlayStation! Hang out with the *Rocket Power* gang in Ocean Shores, California where the sun, snow and surf beckon the best Extreme Sports athletes. Otto Rocket and his sister Reggie, plus his buds Twister and Sam are ready to take on every radical activity including surfing, skateboarding, rollerblading, BMX riding and snowboarding. Any character can participate in any event, but each will have his or her own strengths and weaknesses. Players must perform tricks and stunts to rack up a score high enough to progress to the next level. Items can also be picked up along the way to increase your score. The game kind of looks like *Asphalt Freestyle* Scooter with cute characters doing Tony Hawk-style moves. Other *Rocket Power* characters will also appear like Otto's Dad and Tito the chef. A Game Boy Advance version of *Rocket Power* is also on the way.



Select Games



KLONOA: EMPIRE OF DREAMS

Namco • Summer • 1 Player



Although Klonoa appears in 3-D on both the PlayStation and PlayStation 2, the gameplay has always been inspired by 2-D side-scrolling games. That's why Klonoa's move to the Game Boy Advance sounds pretty natural compared to some other 3-D games that are being remade for the Game Boy Advance. Klonoa: Empire of Dreams is another chapter in Klonoa's ethereal adventures and will give Game Boy Advance owners a solid platform-style game that should feel very similar to its 3-D counterparts. Over 35 levels are planned for this title with plenty of puzzles, enemy-throwing and even hoverboarding. Namco is also planning to release Pac Man Collection and Namco Museum for the Game Boy Advance this summer.



TONY HAWK'S PRO SKATER 3

Activision • Winter • 1-2 Players



Oh boy! Here's a small teaser to get you all worked up for Tony Hawk 3 on the PlayStation 2. Details are still a little sketchy on this HUGE title for the PS2, but the pictures obviously speak for themselves. This game is already looking amazing and is said to be so real that you'll have scabs on your skin by the time you finish playing! Note the photo of Tony skating through a car wash! Tony Hawk's Pro Skater 3 will have a much deeper multiplayer mode compared to the previous two games, but what exactly is being added is still unclear. An Xbox version of the same game is also scheduled to be released in the Spring of 2002.



CHU CHU ROCKET!

Sega • Available Now • 1 Player

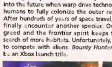


Sega makes its Nintendo debut with Chu Chu Rocket! for the Game Boy Advance. Much of the levels in Chu Chu Rocket! for the Game Boy Advance are created by users of the Dreamcast version that came out last year. To see Chu Chu Rocket! running on the GBA is quite a spectacle, especially when all the mice invade the screen during a Mouse Mafia attack. Players can even create their own icons and save them in the GBA version. There are literally hundreds of stages to play, making Chu Chu Rocket! a great game to take on a long trip or a deserted island.



BOUNTY HUNTER

Crown • Winter • 1-4 Players



Hey, look! It's our first preview for Microsoft's new Xbox game system, which is expected to launch in the U.S. this fall. Bounty Hunter is a first-person shooter combined with the space flight action. The control schematics for both modes are the same so players can jump from one to the other without any readjustments. The story takes place 400 years into the future when warp drive technology has allowed humans to fully colonize the outer reaches of space. After hundreds of years of space travel, human beings finally encounter another species. Overpopulation, greed and the frontier spirit keeps the humans in search of more habitats. Unfortunately, now they have to compete with aliens. Bounty Hunter is scheduled to be an Xbox launch title.

GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change. *

NINTENDO 64 4TH QUARTER

Tony Hawk's Pro Skater 2 (Activision)

PLAYSTATION

JULY

Art the Last Collection (Working Designs)
Digimon Card Battle (Bandai)
Final Fantasy Chronicles (Square/EA)
NBA (Bethesda)
TK Tec Chicksen (Tennco)

AUGUST

M & M's (Havas)
Rogue Heroes: Rider: Hunter (Knowledge Adventure)
X-Men Mutant Academy 2 (Activision)

SEPTEMBER

NASCAR 2002 (EA Sports)
NASCAR Racers (Hasbro)
Rayman Brain Games (Ubisoft)
V.I. (Ubisoft)

You Don't Know Jack Vol. 6 (Havas)

OCTOBER

Arthur's Quiz Show (The Learning Co.)
Corgel (Hasbro)
Electric World: A Game (Sledge) (The Licensing Co.)
Casper: Quest for Tootie (Hasbro)

May-Kate and Ashley Crash Course (Acclaim)
Mega Man X6 (Capcom)
NBA ShootOut 2002 (Sony)
NFL GameDay 2002 (Sony)

Niktoons Racing (Hasbro)
Obse Tale of the Great South Sea (Sony)
One Piece: Mansion (Capcom)
Sneaky Dog and Wolf (Infogrames)

Spider-Man 2 (Activision)
Sponge Bob Squarepants (THQ)
Symbiote Force 3 (Sony)
Tony Hawk's Pro Skater 3 (Activision)

The Weakest Link (Activision)

NOVEMBER

Barbie Explorer (Havas)
FIFA World Cup Soccer (EA Sports)
Jampack Kindergarten (Knowledge Adventure)
Tales of Destiny 2 (Havas)

DECEMBER

Digimon Racing (Bandai)
Holly Potter and the Sorcerer's Stone (EA)
Hooters Road Trip (Ubisoft)
Juni James Ski-Skater Showdown (Ubisoft)

Twisted Metal Small Brawl (Sony)

PLAYSTATION 2 JULY

Batman Vengeance (Ubisoft)
Ephemeral Fantasia (Konami)
Extermination (Sony)
Extreme G-3 (Acclaim)

Gran Turismo 3 (Sony)
Gundam: Journey to Jabaru (Bandai)
Hype The Time Quest (Ubisoft)
Klonoa 2: Lunatea's Veil (Namco)

NCAA Football 2002 (EA Sports)
Rune: Visions Warlord (Tale)
Super Street Challenge (Activision)

AUGUST

11 Wheeler American Pro Bucker (Acclaim)
Alan D'Ar (Ubisoft)
Carrier (Jaleco)
Commandos 2 (Eidos)

Glants: Chiken Kabuto (Interplay)
Half-Life (Sierra)
Hardy Gurdy (Eidos)
Ico (Sony)

Jeikill & Hyde (Dreamcatcher)
Legacy of Kain: Soul Reaver 2 (Eidos)
Le Murs 24 Hours Racing (Infogrames)
Portal Runner (BDO)

Project Eden (Eidos)

Resident Evil: Code Veronica X (Capcom)
Test Drive Off-Road Two (Infogrames)

3RD QUARTER

Arctic Thunder (Midway)
Baldur's Gate: Dark Alliance (Interplay)
Bass Strike (THQ)
Casper: Quest for Tootie (Hasbro)

Conflict Zone (Ubisoft)
Dance Dance Revolution: Heat (Konami)
Dance Dance Revolution: Extreme (Konami)
Dragon Wars of Might & Magic (3DO)

Drakken 4 (Sony)
Gitaroo Man (Konami)
The Great Quest (Konami)
Legion (Midway)

Madden 2002 (EA Sports)
NBA Live 2002 (EA Sports)
NCAA GameBreaker 2002 (Sony)
NFL Blitz 20-02 (Midway)

NFL GameDay 2002 (Sony)
NFL Quarterback Club 2002 (Acclaim)
Olympic Shadow King (Sony)
Polaris 911 (Konami)

Ran Like Hell (Interplay)
Shawn Palmer's Pro Skateboard (Activision)
Silent Hill 2 (Konami)
Tony Hawk's Pro Skater 3 (Activision)

Tony Hawk's Pro Skater 3 (Activision)
Tribes 2 (Havas)
Trophy Bash (Sierra)
007: Agent Under Fire (EA)

4TH QUARTER

007: Agent Under Fire (EA)
007: The World of James Bond (Havas)
Dexa 6 (Eidos)
Devil May Cry (Capcom)

Frequency (Sony)
Guitar Hero: Rock Band (Rockstar)
Jak and Daxter: The Precursor Legacy (Sony)
Jenny Holm's Superhero World (Acclaim)

Jurassic Park II: Survival (Universal)
Kinetica (Sony)
Legend of Weyland (Acclaim)
Met Halfway Pro BMX 2 (Activision)

Mercenaries: Go to Glory (Capcom)
Metal Gear Solid 2: Sons of Liberty (Konami)
The Mummy Returns (Konami)
NEA ShootOut 2002 (Sony)

NCAA Football 2002 (Sony)
NFL Quarterback Club 2002 (Acclaim)
Rally Racer (Interplay)
Rally Racer (Interplay)

Smuggler's Run 2 (Rockstar)
SOCOM: U.S. Navy Seals (Sony)
Spy Hunter (Midway)
Star Trek: Starship Universe (Interplay)

State of Emergency (Rockstar)
SSX: Tricky (EA)
Tetris Worlds (THQ)
USMRA: Monster Jam (Ubisoft)

POSSIBLE IN 2001

Art Combat: Def-Standards (Namco)
Armored Core 2: Another Age (Ageia)
Berserk (Tale)
Big Wave Surfing (Acclaim)

C-12 (Sony)
Dragonball (Sony)
Etern of Blade (Matter)
Force of One (Interplay)

Formula X (Interplay)
The Getaway (Sony)
Gravity Games: Biking (Midway)
Gundam: Zeon's Front (Bandai)

Gungrave (Activision)
Halo: Verdence (Crave)
Haven (Ubisoft)
King's Field IV (Ageia)

The Lost (Crave)

Monster Rancher (Tecmo)

Musashi (Interplay)
One Piece (Acclaim)
Pac-Man World 2 (Namco)
Rock & Roll Racing (Interplay)

Seven (Namco)
Silver Scope 3 (Konami)
Sky Ganger (Sony)
Star Wars: Obi-Wan (LucasArts)

Super Kurosaki: New York (Interplay)
Tense Crisis 2 (Namco)
Tomb Raider: Next Generation (Eidos)
Vampire Night (Namco)

V.I.P. (Ubisoft)
Virtua Fighter 4 (Sega)
Virtua Fighter 4 (Sega)
WipeOut: Fusion (Sony)

WWF Smackdown! "Just Bring It" (THQ)
Zombi Revenge (Acclaim)

DREAMCAST JULY

Guilty Gear X (Trenco)
Outrigger (Sega)
Phantasy Star Online Version 2 (Sega)

Soldier of Fortune (Crave)
Rogue Brothers (Sony)
Sonic Adventure 2 (Sega)

AUGUST

Allen Front: Oxygene (Sega)
Conflict Zone (Ubisoft)
Heros of Might & Magic III (Ubisoft)
Met Halfway Pro BMX (Activision)

Ocean: Booga (Sega)
Pac-Man (Ubisoft)
Pac-Man: The Last (Sega)
Pac-Man: The Last (Sega)

Ultimate Fighting Championship: Super (Sony)
Ultimate Sky Surfer (Crave)
World Series Baseball 2K2 (Sega)

SEPTEMBER

Alien in the Dark: The New (Interplay)
Bomberman Online (Sega)
Evil Twin (Ubisoft)
V.I.P. (Ubisoft)

3RD QUARTER

Heavy Metal: Geonitrix (Capcom)
NBA 2K2 (Sega)
NCAA College Football 2K2 (Sega)
NFL 2K2 (Sega)

NHL 2K2 (Sega)
Tennis 2K2 (Sega)
Shenmue II (Sega)

POSSIBLE IN 2001

Agartha (Sega)
Buffy the Vampire Slayer (T.B.D.)
Emergency Call: Ambulance (Sega)
Famtion (Sega)

Fighting Vipers 2 (Sega)
Gun: Valley (Sega)
HeadHunter (Sega)
The House of the Dead 3 (Sega)

Mobile Suit Gundam (Capcom)
Mr. Driller 2 (Namco)
Planet of the Apes (T.B.D.)
Ice Jam and Earl 3 (Sega)

Wild Riders (Sega)
World's Scariest Police Chases (T.B.D.)

GAME BOY COLOR

JULY

Alien in the Dark: The New (Interplay)
High Heat Baseball 2002 (BDO)
Barbie: The Princess (Mattel)
Dragon Warrior III (Enix)

The Last Before Time (Conspiracy)
Lufia: The Legend Returns (Nintendo)

Pokemon Crystal (Nintendo)
Racer Freestyle Scooter (Crave)
Toki Toki (Capcom)
Trebble (Capcom)

Wicked Surfing (Interplay)
Wooden Woodpecker (Dreamcatcher)
August

Pocket Soccer (Nintendo)
Wendy's Gravity Golf (Tale)
Fortal: Exander (BDO)

3RD QUARTER

Considerer Koen (Activision)
Matchbox: Emergency Patrol (Mattel)
Mega Man Xtreme 2 (Capcom)
Playboy: Hype (Ubisoft)

Towers II (TeleGames)
V.I.R. (Ubisoft)
WWF Betrayal (THQ)

POSSIBLE IN 2001

Card Heroes (Nintendo)
Catherine II (Sega)
The Legend of Starke (Nintendo)
Mortin (EA)

Robin Tactics (Nintendo)
Robin Hood (EA)
Star Ocean: Blue Sphere (Enix)
Wizardry (Ageia)

GAME BOY ADVANCE

JULY

Advance GTA (Konami)
Monster Rancher Mania (Tecmo)
Mega Man: DX: Farle Network (Capcom)

AUGUST

Capcom's Palace (Majesco)
P-14: Tarnet (Majesco)
Golden Sun (Nintendo)
Jurassic Park II (Universal)

Lily's (Tale)
Manny's: Last in Time (Majesco)
Mario Kart Advance (Nintendo)
Tetris Worlds (THQ)

SEPTEMBER

Backdoor (TeleGames)
Fortress (Majesco)
Klonoa: Empire of Dreams (Namco)
Lego: Bionicle (Lego)

Met Halfway Pro BMX (Activision)
Moto GP (THQ)
Power Rangers: Time Force (THQ)
Spider-Man (Activision)

Sponge Bob Squarepants (THQ)
Star Wars: Jedi: Power Battles (THQ)
Tiny Toon Adventures: Conspiracy
3 Men: Reign of the Apocalypse (Activision)

POSSIBLE IN 2001

Aerial Aces (Majesco)
Bomberman Tournament (Activision)
Breath of Fire (Capcom)
Diddy Kong Pilot (Nintendo)

DOOM (Activision)
Earthworm Jim (Majesco)
Fast: The Fastest (Capcom)
Game Boy Wars Advance (Nintendo)

Golf Master (Majesco)
Jelly Belly (Majesco)
Magical Vacation (Nintendo)
Monster Guardian (Konami)

Mr. Driller 2 (Namco)
Namco Museum Advance (Namco)
Napoleon (Nintendo)
Pac-Man Advance (Namco)

Phobos: Wings of Admittance (Activision)
Sonic: Hedgehog Advance (Sega)
Super Street Fighter 3 (Capcom)
Tales of Symphonia (Namco)

Tabboo: Advance (Namco)
Wario Land 4 (Nintendo)

Select Games

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code if you



- **Shadee**—Highlight **Shadee**, hold **SELECT** and press any action button
- **Neophote**—Highlight **Omega Red**, hold **SELECT** and press any action button
- **Meche-Zangul**—Highlight **Blackheart**, hold **SELECT** and press any action button
- **Dark Sakura**—Highlight the **Hulk**, hold **SELECT** and press any action button
- **Gray Hulk**—Select **Dark Sakura** as described above, then choose the **Hulk** as her partner
OK Octopus Menu

From the main menu, select "Option." Next, press **R1**, **O**, **Left**, **△**, **△** very quickly. If you do it fast enough, the DX Option screen will appear, allowing you to further modify the gameplay.

EX Options
At the main menu, move the cursor to "Options," then hold down SELECT and press START. The hidden EX Option menu will appear.

SECRET CODES
Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after entering a correct code.

4x Ping Rate—I C O S I D O D E C
Reflecting Shots—S O C I A L I S T
Unlimited Ammo—B A C C O P S H O W

MEDAL OF HONOR UNDERGROUND
Secret Passwords
 At the main menu, select "Options," then select "Passwords." At the following screen, enter any of the passwords below to obtain the corresponding result.

LATREUSE—Podolski Mode
 BALLESTE—Air Firing Mode
 PUISANCE—Immobilization Mode
 AUTODIAGN—Wacky Tax Mode
 Grilak! Everything!
 First, enter ENTREZVOUS is a password
 Now you may enter any of the following passwords:
 PORTECLEFS—Unlock everything except
 Panzerknacker Unleashed!
 LEMONSTR—Unlock Panzerknacker Unleashed!

"CHEATVIL" =
Cheat Mode
At any time during gameplay, press **START** to pause, then hold **L2** and press **△, ○, △, ○, △, ○, △, Up, Down, Right, ○, Left, Left, △, Right, ○, Left, Left**. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MEGA MAN X5
Start With Ultimate Armor
At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press Up twice, then Down nine times. To play as Zero, move the cursor to him and instead press Down twice, then Up nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the Ultimate Armor.

Play as Smoke
During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the “Ultimate Kombat Kode” prompt appears. Enter the code Dragon-MK, Dragon-Goro-Skull-Goro by pressing W1 once, 4 six times, X six times and O nine times. You’ll hear Shao-Kahn say, “Duh-stand-ing!” and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the free- or two-player modes.

Secret Cheat Mode
During the opening demo, quickly press X, O, △, R1, R3, R2, R2, R3, R1. You'll hear Shao Kahn say, "You will never win." Now press START, when the stone block appears with

the word "COMBAT" is red, press Up to access a secret cheat menu. Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Fombar Koda. Turn "Fatal Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—enjoying the Hidden Portal—opens a menu at the bottom of the character select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and

with "One Hit Death" on, the first player to strike will automatically win the round. If you're having trouble remembering the code, here's a simpler version: During the opening demo, press X, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

HIDDEN KOMBAT #
Secret Cheat Menu
Start a game in two-player mode, when the "v" screen appears, enter the Kombat Kode "3 Skull 2 2 1 2" as follows:

- Player 1: Press Low Punch three times and Low Kick twice
- Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "It's Screen Disabled" and hold **Run** + **Block**. After a few seconds you'll hear a laugh, continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

To play as Sora or Riku (either), you must first enter the "Secret Chest Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen.

1) Highlight the "Hidden" box at the bottom of the screen, press **Block** and continue to hold it down.

2) To play as Gore, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.

To play as Neoh Sabot, move the invisible cursor to Reiko, press **Run** and continue to hold it down.
If Continue to hold **Black** + **Run** until the fight starts.

Stage Select
At the character-select screen, highlight Sonya, hold up and press START, you'll hear a signal to confirm. Now choose your fighter, before the match begins, a menu will appear that allows you to choose which arena you want to start in.

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Baran, Ermac, etc.) before the fight starts, hold **Run + Block + High Punch + High Kick** and point the D pad away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon, a semi-transparent ninja who randomly morphs into other nari-characters.

Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + R2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen, where you can activate several cool options, including "Instant Aggressor," "Normal Base Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Freebies" option, you can perform finishing moves with ease as follows:

- Falsity 1—Press Δ when “Fresh Haulies” appears
- Falsity 2—Press \square when “Fresh Haulies” appears
- Animality—Press L2 when “Fresh Haulies” appears
- Friendship—Press R1 when “Fresh Haulies” appears
- Fraternity—Press \square when “Fresh Haulies” appears

EDITOR: TONY GILBERT, PRINCE
Secret Seven
(Note: This code requires a memory card.)
Choose "Replay Theater" from the Main menu, highlight "Replay Video," hold the R1 button and press X or O. Instead of loading videos from the memory card, you'll see 28 "Team 303" videos of amazing races by the game's creators. Watch these videos to learn how to become a better racer; press X or O during each video to switch to the standard camera angle.

Secret Ghosts
(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video..." hold the R1 button and press X or O. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SGT" videos made by the game's creators.

Extra Options
At the main menu, highlight "Options", hold L1 + L2 + R1 + R2 and press X. Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking.

MOTOCROSS
Secret Passwords
Access the "Code" option at the Options menu and enter the following codes to access different effects:
soft head—Mopos, blur effect
super car—Overhead view
lean it—Alternate demo
last code—Unlock all cars and tracks
no cheats—Disable cheats
Note that when you enter these cheat codes, high scores will not be recorded.

Unlock All Boards, Costumes, Levels and Skaters

SECRET BONUS GAMES
At any time during gameplay, press **SECRET** to enter the pause menu, then choose "Quit Game" and select "Yes." Next, select "Replay Level," then "Bonus Game Modes" at the following screen. Finally, select "Enter Code" and enter any of the codes below:
△ X △ □ △ □ △ □ X—Unlock bonus level
□ □ □ X X △ △ □—All weapons available
X △ △ □ □ △ △ □—Unlimited ammo
□ □ △ △ X X □ □ X—Infinite lives

SECRET ACCESSIBLE ABILITIES:

Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.

Unlink all levels—Up, □, Down, Down, □, Left, □, Right, □
Invincible—L2, R2, R1, L1, R2, L2, R2, R1, L1, R2
Crazy text—Up, Right, R2, □, Left, R1, Left, Up, Left, L2
Start with chicken weapon—□, □, □, □, □, □, □, □, □

Secret Codes
Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a special sound effect, and words will appear at the top of the screen after entering a correct code.

Unlock *Frangible Rock*—X, Q, X, Q, X, Q, Q, Q, X, Q
Unlock *met courses*—Q, Q, Q, Q, Q, X, Q, Q, Q, Q, X
Unlock *Arches*—Q, Q, X, Q, Q, Q, Q, X, Q, Q
Unlock *Stairs*—Q, Q, Q, Q, X, Q, Q, Q, Q, Q, Q
Unlock *all Missions and vehicles*—Q, Q, Q, Q, Q, X, Q, X, Q, Q

Secret Codes
 Unlock alternate John Andrews: Car—Hold R1 and press □, △, ○, △.
 Unlock KC Mancuso (H107)—Hold L2 and press □, ○, X, Down, Up, Right, Left.
 Unlock 'Shorty' Leung (H100)—Hold R2 and press □, ○, X, Up, Down, Left, Right.
 Unlock Jackie Michaels (F157)—Hold L1 and press □, △, ○, △, ○, X.
 Unlock Asher Bold (F157)—Hold L2 and press

UNLOCKING GREEN'S TRACKS—Hold B1 and press Left, Q, Up, Down, Right, Right, Right, Up, Down, Left, Left, Left, Left, Left, X.

[illegible]

SECRET REBELS: HUNT TRACKS
Secret vehicles
Enter any of the following paradises as your
user name to unlock the corresponding vehicle:
G T R C D—Unleash the Titan
F L A S H—Unleash the Phantom
W H R L Y—Unleash the Police Helicopter
Slower CPU
In Tournament or Special Events mode, just
after you select "Race," quickly hold Left + C
+ J until the race begins.
Navy Mode
In any mode, just after you select "Race,"
quickly hold up + RT + L2 until the race begins.
Turbo Mode
In any mode, just after you select "Race,"
quickly hold up + J + X until the race begins.
During the race, hold up any time for a speed
boost.

[illegible]

NEED FOR SPEED: H-RAILY
Cheat Codes:
 Watch the game's loading sequence carefully when you see the Infogrames logo begin to appear on a white background, quickly press Up, Down, then immediately hold the Δ button and press O. You should see the word "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all



of the tracks in Arcade or Championship mode. As soon as you see the words "LOOK OUT!" if you release the D and buttons immediately you can enter any or all of the additional codes shown below, these buttons must be held down before the info-graphic logo is colored in and you must continue to hold them until the memory card message appears.

• Hold L1 and the words "TIME OUT" will appear; now the race won't end if the timer runs out in Arcade mode.

• Hold L2 and the words "HARBOR ON" will appear, now the tracks will be more narrow in Arcade mode.

• Press Left, then press and continue to hold R2, the word "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.

• Press Left, then Right, the words "FILL DIESEL" will appear. Now you can see the computer debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

INTERPHONE

Chart: Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct code.

4060800,000,000s—R2, L2, R2, L2, R2, R2, L2
for far place in all races—R1, R2, L2, R2, L2, L2
Obtain all secret jets—R1, R2, L2, L2, L2, L2, R2, R1

THE OFFICE

Secret Character: Enter the initials "G.H" (that's a space in the middle) with the date March 21 to play as "Mr. Frodo," Half-of-Fanner Gadee from the Decepti-Blade Wings.

THE ROCK THE BOMB

Secret Codes: After starting a new game, select "New User," then enter any of the items below as your name. You can toggle the unloaded cheats on and off at the "Research" screen under the main menu.

Wolfs: HAIL HILLS—BAILEY
Shrink sound effects—NO CHANGE
Unload boards—POWER SLAM

NIGHTMARE CREATURES

Chart: Password: Choose "Enter Password" from the main menu and enter the following code: 0 * 9 4 0 0 2 * 4. Next, choose "Start Game," a cheat menu will appear. Turn the "Unlimited" option on to play with infinite credits; you can also choose to play as a monster or start on any level.

NIGHTMARE CREATURES II

Stage Select: At the main menu, hold R2 + L2 + O + □ and press SELECT. If you entered the code correctly, text will appear in the upper left corner. Move the cursor to "New Game," then press Right to cycle through the different stages. The stage number displays when you press X will be the one where you'll start the game.

Chart: Menu: At any time during gameplay, press START to pause, then hold R2 + L2 + O + □ and press SELECT. If you entered the code correctly, the Cheat menu will immediately appear.

RAILROAD STITCH

Stage Passwords: Level 1: Delta—U N G L E W A R
Level 2: Delta—O U T H A R D S
Level 3: Delta—C O U N T D O W N
Level 4: Delta—P O U R T O U R I M
Level 5: Delta—P U S H A N
Level 6: Delta—A M A G E D O N
Bonus Level: Lightning—L I G H T N I N G

ROBE

Chart: Codes: Each of these codes can be entered while the game is paused. 30 lives—O, Up, O, Right, SELECT. Refill energy—Left, Right, Left, Right. Refill armor—Left, Right, Up, Down, O. Refill mana—Left, Right, Left, Right, O. Weapon power—R1, L1, R2, L2, Left, Right, Up, Down. Same address by 10%—O, O, SELECT, Left

PH experience Gauge—O, O, L2, R1, 50-SELECT

Chart: Codes: Each of these codes can be entered while the game is paused. 30 lives—O, Up, O, Right, SELECT. Refill energy—Left, Right, Left, Right. Refill armor—Left, Right, Up, Down, O. Refill mana—Left, Right, Left, Right, O. Weapon power—R1, L1, R2, L2, Left, Right, Up, Down. Same address by 10%—O, O, SELECT, Left

POISONOUS ARCADE

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of the code will scroll up from the bottom of the screen. While entering the code you may encounter to different screens, but in each case the code will work. Down, Up, Left, Right, A, X, O—all Gold in training levels. Down, Up, Right, Left, A, X, O—Unlock all items. Up, Down, Left, Right, A, X, O—Your name can be three letters long. L2, R2, L1, R1, O, X, O—Merge Points. My, Down, Left, Left, X, O, O—Unlock movieSelectable from the Options menu.

PH experience Gauge—O, O, L2, R1, 50-SELECT

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Level 4b: Attacks

Plachta trails behind your character during the game, and you can turn around and speak to Plachta to get a graphic representation of what's on his mind. When you take Plachta fishing, whenever your character so you're standing beside Plachta. Ask Plachta, turn to speak to Plachta and he will respond with a bubble over his head with a picture of a fish in it. Zoom in on Plachta and you'll see that he's got your fishing bucket on his head!

Set a Difficulty Level in 3P Challenge Mode
Choose "Challenge" from the "1 Player
Setup" at the "Game List" screen, highlight
"Hard," hold SELECT and press A to unlock
the "5-Hard" difficulty option. Highlight "5-
Hard," hold SELECT and press A again to un-
lock the "Intense" difficulty-setting.
Euros.Games

Choose "Options" from the main menu; then hold **SELECT** and press **A**; you'll hear a chime. Now press **Down** to find seven new items at the Options menu, including a garbage filter, an option to change the "slow" speed and the ability to toggle various game sounds on or off.

View Chain Stats
At the main Secard's menu, hold **SELECT** and **PRINT**. A new menu screen will appear that lets you view more detailed stats about the chains you've created.

Cheng, S. & E. S. E. S. S.

enter any of the following codes to unlock various features:

ANNEBIRD-OR TARGEMASTER—Unlock the "Ancient Masters" trading card.

ANNEBIRD-OR SAMSTON—Unlock the "Sea Beller" trading card.

ZORCH (OR BESTUFFYFUR)—Unlock the "Bird" trading card.

ANNEBIRD-OR BUCKLE—Unlock the "Bee-dyff! Bop" trading card.

FIZZAT (OR SEAB)—Unlock the "Princess" trading card.

ANNEBIRD-OR CITYVILLE—Unlock the "Powerful Gals" trading card.

ROCKINGHORSE—Unlock the "Bath Chick" trading card.

TOURNAWIS—Unlock the "Polona Mountain" trading card.

TOWNSVILLE—Unlock the "Utahpunk Unicorn" trading card.

SCOW—Unlock the "Jedusa" trading card.

GLUTTERBUT—Unlock the "Freaky Doki School" secret level.

MUSTANG—Unlock the "Townsville Art Museum" secret level.

GLURK—Unlock the "Gilded Red Chemical X" chest.

LOOSE—Unlock the "Black Chemical X" chest.

ROSTWOL—Unlock the "Unlabeled Flight" chest.

- DOGDODGE—Unlock the "Unlimited Lives" cheat
- GELEPOWER—Unlock the "Unlimited Super Attack" cheat
- CHEMICALX—Unlock the "Buttercup Graphix" cheat
- BOGEMAN—Unlock the "Bubbles Graphix" cheat
- USEXPSX—Unlock the "Boomer Graphix" cheat
- REXNAIX—Unlock the "Butch Graphix" cheat
- SAISSALE—Unlock the "Snack Graphix" cheat
- BOGECLOD—Unlock the "Mayor Graphix" cheat
- ELLSGRLS—Programmer's message + secret photo
- SHARDROM—Secret message + secret photo #2

Journal of Health Politics, Policy and Law

TOSTOISEUR (or TARGETTUFFY)—Unlock the
 "Tossing" trading card
 BUFTOYS (or BUZZIFY)—Unlock the "Talking
 Dog" trading card
 ICEBATTLE (or BESTBUYDOLL)—Unlock the
 "Bomber" trading card
 PLEETFEET (or BESTBUYDOLLS)—Unlock
 the "Marianne Family" trading card
 NOTLINE (or ELBOO)—Unlock the "Boogymon"
 trading card
 RAINCLOUDS (or TOPPOWERS)—Unlock the
 "City of Tomorrow" trading card
 MIBELLUM (or RICHMOND)—Unlock the
 "The House of the Crown" trading card
 MUMPS—Unlock the "Townsville Art Mu-
 seum" trading card
 FRUNCH—Unlock the "Townsville City Mu-
 seum" trading card
 POWERPUFF—Unlock the "Pet Cat" trading
 card
 GOGGETTUS—Unlock the "Townville Skies"
 secret level
 SEATTLE—Unlock the "Ultimate Chateau"
 secret level
 N1 (or GURPLE)—Unlock the "Ultimate Red
 Chemical X" chest
 MORDEN—Unlock the "Black Chemical X"
 chest
 TELL—Unlock the "Unlimited Flight!"
 chest
 UNDEAD—Unlock the "Unlimited Level" chest
 PHOENIX—Unlock the "Unlimited Super"
 chest
 MOWGLA—Unlock the "Eosmon Graphic"
 chest
 LUMPS—Unlock the "Butterfly Graphic"
 chest
 WANTED—Unlock the "Boomer Graphic"
 chest
 SNAIIS—Unlock the "Butch Graphic"
 chest
 FROGFEELS—Unlock the "Brick Graphic"
 chest
 NICKACHOO—Unlock the "Mayor Graphic"
 chest
 BELLSIES—Programmer's Message + secret
 photo
 UNDEAD—Eosmon + secret photo
 82

Christmas "Friday" Sale

enter any of the following codes to unlock various features):

- TOYSRANCE (or TARGETPOWER)—Unlock the "Little Artie" trading card
- POYSMAGIC (or GRUBBER)—Unlock the "Grubler" trading card
- SQUID (or BISTROFFUP)—Unlock the "Snack" trading card

LEADOM—Unlink the "Big
 Belly" trading card
PIRSTET—Join SEASNAW—Unlink the "Me
 Nore's" trading card
WIKIN for **DOCKSTON**—Unlink the "A
 rowing card
TRUDWATTS—Unlink the "Dutch" trading
 card
MOVOVID—Unlink the "Fuzzy Lumpkin" trading
 card
MOVOVID—Unlink the "Intoxicated Emperor"
 trading card
STOOPGRASP—Unlink the "Townsville
 Dwarf" trading card
BEATRICE—Unlink the "Ultimate Clatsco"
 secret level
DISROOM—Unlink the "Bosnia Garden"
 secret level
FURLES—Unlink the "Unlimited R" chest
 X chest
DEONY—Unlink the "Black Chemical X" chest
 X chest
VINOSK—Unlink the "Ximated Fluger" chest
 X chest
QUICKENED—Unlink the "Unlimited Lines" chest
 X chest
POTENTIAL—Unlink the "Unlimited Super
 chest" chest
POKEWADDS—Unlink the "Eloosan Graphic" chest
 X chest
UTOMIN—Unlink the "Bubble Graphic" chest
 X chest
SHUFFORME—Unlink the "Boomer Graphic" chest
 X chest
LINESNAW—Unlink the "Bunch Graphic" chest
 X chest
GOMETALS—Unlink the "Slick Graphic" chest
 X chest
OTCTIVE—Unlink the "Major Graphic" chest
 X chest
RIKIDROM—Programmer's message + secret
 chest
RICHARDSON—Enter message + secret photo
 #2
BLUESNAW—Unlink all trading cards, chest

Abstract

28611065-4
92117015-4
37019185-4
46388135-4
65983195-4
70914185-4
68813685-4
01414654-4
32710744-4
26814774-4
58119444-4
88817444-4

1997年12月 第10卷第12期

FL13—Mission 1
H813—Mission 2
311F—Mission 2
S2PF—Mission 4
O23T—Mission 3
G12T—Mission 6
GFGF—Mission 2
V0TT—Mission 8

To unlock a sec

tion, hold the SELECT button at the main menu and press Up, Down, Left, Right, Down, Up. Note that you must have two Game Boys, a link cable, and two copies of the Rampage cartridge to play in two-player mode.

To start at any

choose "Password" from the main menu, this construct a password as follows:

H) Enter one of the following as the first character of your password to choose which character you'd like to play as:
 B—Burt
 C—Cory
 D—Daisy
 F—George
 G—Linda
 H—Ralph
 J—Mykel
 K—Percy

21 Enter one of the following in the second character of your password to choose which area you'd like to start in:

- B—USA
- C—Europe
- D—Asia
- E—Everywhere
- G—Other Space

22 Enter any character except A, 4, 5, 7, 8, 9 in the third character of your password to choose which city you'd like to start in. Each city has 25 cities, enter B to choose the first city, C to choose the second, etc. All the way up to the number 3 which represents the 25th city in the chosen area

4 - KJ Enter "B B B B B" as the fourth through eighth characters of your password

5 If you're at the last character of the password, so all you need to do is to try each one—once at a time—until you find the one that "locks" the password into place with a checkmark. If you get sent back to the main menu when you press A, your password is in place, so just choose "Main Game" to begin.

Carter says of the the

Unlock Kameo Claw—Press Left, Left, Left, Right, Right, Right, Left, Right, Left, Right
Unlock Not Dually—Enter the code above, then press Right, Right, Right, Left, Left, Left, Right, Left, Right, Left
Unlock Damian Black—Enter the code above, then press Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left

Received
20.05.2010

Q Q P 7—Unpack all models and most levels

French that means the

Skill 1—Up, Up, Up, Up, Right, Up, Up, Up,
Up, Up, Up, Up, Up, Right, Down, Down,
Right, Up, Up START

Skill 2—Up, Up, Up, Up, Right, Up, Up, Up,
Up, Up, Up, Up, Up, Right, Up, Up, Up, Up,
Up, Right, Up, Up, Up, START

Skill 3—Up, Up, Up, Up, Right, Up, Up, Up,
Up, Up, Up, Up, Up, Right, Up, Up, Up, Up,
Up, Up, Up, Up, Up, Right, Up, Up, Up, START

白雲山 (HIM) 藥

[illegible]

PROCEEDINGS
OF THE
ROYAL SOCIETY OF LONDON

V V Y F F R D—Green Grass
T Q M M Y Q E—Hospital
R J D B C W T—Light Woods
V N G B L J C W—Dark Woods
B J G S M V S H—Sagester Side
L J T A M O B D—Sagester Side

By Justin McCabe, *Illustrations*, CD

by Justin McCabe
Manassas, CO

My Address: Vasquez,
Bronx, NY

Trevor McManis,
Madison, CA

Press L + R at the voice say "OK, go game, you'll have all the cash! Also, on every Blue Imp Special Options. Begin a new game enter "BASGAS" a called "Special Config" menu. From here you can tune. Player Assoc. Custom stuff.

Abstract

Unlock Everything!
At the "Game Select" screen, hold L + X and press Y. You'll hear a special sound effect upon entering this correctly, now all of the planes, maps and missions will be unlocked.

Assure Me! Labor's Heroes

Enter any of the following codes at the "Input Code" screen from the main menu. For the PC and PS2 codes, all surface textures will be replaced by a picture of the corresponding person during gameplay.

JHNB82Z=Jude the Priest
PCN838Z=PCN=Chris=Adamantium armor
MECN8N=Play as Nave
MMNR8S=Play as Hoge
TKCKLL=Play as Hoge
MCKNQ=Play as Shop
GCKMLN=Play as Play as Trick
GRDCHCKN=Play as Scoon
GMKMRP8=Play as Gemini
GRUW8N=Play as Wile
LW8N=Play as Wile
MD8RP8=Play as Mad Guy
HPPC8P8=Play as Hot Guy
SPMR8=Play as a Super Hero
TL8LS5=Play as a Little Lame
P8N8N=Play as a Unicorn
PKCN8N=Play as a Pink Bunny
SK8L=Play as a Skeleton
BT8LL=All Characters
ST8L=Play as Skeleton Mode
TH8H=Hot Head
SLP8LL=Headless
P8TH8L=Peacock Head
VS8P8=Red Spot
P8TH8L=Big Head
SC8M8N8=Chaos Madness
LNB8RYT8=Lost
B8N8M8=Bad
V8N8L8G8=Ghost Player
T8T8T8=Test
SP8M8N8=Unlock "John Ed" video
FCFH8N=Face of John Ed
FCFH8=Face of Hal
FC8M8=Face of Mary
FC8M8=Face of Jeremy
FC8M8=Face of Mike
FC8M8=Face of Rickard
FC8F8=Face of Steve
FC8M8=Face of Stinky
FC8M8=Face of Rudy
FC8F8=Face of Stewart
FC8F8=Face of Todd
FCFH8=Face of Jon
FC8M8=Face of Kathy
FC8M8=Face of Jeremy
FC8F8=Face of Drizzy
FC8F8=Face of Brad
FC8F8=Face of Dustin
FC8F8N8N8=Face of Tyler Reznor
FC8F8N8N8M8=Face of Morgan Reznor
FC8F8N8=Face of Ryan Re
FC8F8N8=Face of Nikki Pe
FC8F8N8=Face of Alicia Pe
FC8F8N8N8N8=Face of Chad Reznor

FCFBRNNGM=Face of Brian Acorn
 FCFVRLGSD=Face of Virgil Albed
 NDHBTSTNG=Face of Midway Testing
 Level Codes
 TGRHTN=Grey Blue
 TDRML=Bartholom
 MSTRM=N=Half Moon
 TLLTRN=Forest
 SCRCR=Hawser Moon
 STPDMM=Thick Moon
 ELZDR=Snow Moon
 SNPRN=Sharp Moon
 GNLMM=Part Radio
 HTTRN=Twelfth Moon
 ZBTRN=Showered
 HTKTRN=Sanditon
 PSTPN=Kath
 HMSTR=Living Raven
 VRLN=The Way Home

TRAYE TASH

The Rollback Line

At the character selection screen, highlight the word "Rollback" at the top left; it says, "Enter the rollback code you've carefully noted. Hold L, hold R, release L, release R."

Press A to go to the next rolltab. You'll see a little thingy if you entered the code correctly.

Another Day After

From the character selection screen, move the cursor to the character you would like to use at Press and release R once, then hold down R and press A. You'll see the words "START" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your containers will be in different locations.

Hold Down R and Press A

From the "Mode Selection" screen, choose either "Altitude" or "Original." At the next screen that appears, move the cursor to the word "EXPRESS" and press A. Then, hold down R + START and press A. Don't let go of R + START until the words "N/A" appear in the lower left corner of the screen. You won't see anything at the top of the screen so will never appear.

No Secondhand Made Mode

From the "Mode Selection" screen, choose either "Altitude" or "Original." At the next screen that appears, move the cursor to the word "EXPRESS" and press A. Then, hold down L + R + START and press A. Don't let go of L + R + START until the words "EXPRESS" appears in the lower left corner of the screen. The destination marker and arrow will never appear.

Alternate Views and Speedometers

From the "Mode Selection" screen, press START on Controller C at any time during the game. Now you can use the following commands on Controller C:

- Press B to switch the view to a series of "in-stant replay" type camera lens in the game's area.
- Press R to switch the view to the destination marker and arrow will never appear.
- Press A to return to the original view.
- Press F five times to make a speedometer wheel appear at the lower right corner of the screen. If you keep pressing the F button, it will toggle on and off.

THE ARABIAN CULT OF THE ANKAR

[illegible]

THE CHALLENGE: RAYONNE SCOTT

At the "Options" menu, hold down X + Y. When you do this, a new menu item, "Pass word" will appear. While still holding X + Y, move the cursor to "Password" and press A. At the following screen you may enter any of the passwords below. Note the upper and lowercase letters in each of the words.

Cinque Valvele—Unlock Hoana
Liebe Frae Milch—Unlock Nurburgring
Stars & Stripes—Unlock Laguna Seca
Kuala Lumpur—Unlock Sepang
Day's Thunder—Unlock Atlanta

FRONTIER POLICE 7

Stage Select
At the title screen, press **Left**, **Up**, **X**, **Up**, **Right**, **Y**. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

immediately all
male, bold 1. a.

the screen fades in. When the race begins, the weather will be sunny.

2004, 2005

unlock *Art Gallery: Design & Stranger*.
From the main menu, select "Gallery." Then,
press B, X, Y, B, B, X, B. You'll hear a special
sound effect if you entered it correctly. Also,
when you start a new game, Shinobu's
new craft, *Stranger*, will be available.

BRAND THEFT AUTO 2

Cheat Codes
Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.

- MUCH CASH—Start with \$500,000
- ULTIMATE—Start with \$5,000,000
- BIG GUNS—Start with all weapons
- BIG CATS—Start with 30 lives
- SESA M E—Unlock all levels

INFINITY—Infinite energy

LAWLESS—No police
DILWAMMY—Start with infinite Double
Damage power-up
SCOOTYGO—Start with infinite invisibility
GOFRIE5—Start with Gun Gun & infinite
ammo
TOASTIES—Start with Flame Thrower &
infinite ammo
WOUNDED—Blood splat
ALLFRENDD—Max respect for all gangs
ERK112—All pedestrians are Bins
LOSTOTTS—Better weapons even if you
get arrested or die

HARRIS AND JARROLD

From the main menu, select "Start Game."
 Press "1" to start your name file system.
 "1" should be entered in press A. If you entered the code correctly, the name should be created automatically. Now press 1 to return to the main menu. You'll see the text "Press 1 to start a new game." Press 1.
 Now if you press START during gameplay, you'll see a new text called "Cheats" within the pause menu.
 After Cheats
 Now you will require the use of a keyboard. First, select "Start Game" from the main menu. Next, enter "TWITCH" as your name and continue the game setup as normal. Now you can enter any of the following codes:
 • **WITCH**—Will make you hear a special sound effect after inputting each one. Remember, you must use the Steamwheel keyboard to type in these codes.
 • **WITCH**—You are able to see what you are talking to you do.
 • **en c m p 3**—Toggle enemy view backward
 • **en c m p 4**—Toggle enemy view forward
 • **en c m p 5**—Randomized death
 • **en c m p 6**—Randomized death
 • **en c m p 7**—Randomized death
 • **de b u g 1 w i t e**—Alternate colors between

THE HOUSE OF THE DEAD 2

Display Score
At the title screen—when the words “Press Start” appear—press Left, Left, Right, Right, Right, Left, Right, **START** on the D pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start
At the beginning of any race, hold **L** before the countdown begins. When you see the number "3" on the screen, release **L** and hold **R**. When "2" appears, release **R** and hold **L**. When "1" appears, release **L** and hold **R** again. You'll get a four-second boost and a Super Start.

References

Cheer Menu
At the main menu, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A new cheer menu will immediately appear.

ROAD THE HANGLOO

At any time during gameplay, press **START** to enter the pause menu, then select "Back to Map." Next, enter any of the following codes at the map screen that appears. You'll hear a special sound effect after entering a correct code.

Unlock all stages—Hold **L + R** and press **Up, Down, Right, Left, Up, X**.

Add one glove to your inventory—Hold **L + R** and press **Down, Right, Left, Down, A**.

LEGACY OF LOVE: LOVE REVEALED

Secret Codes:
At any time during the game, press **START** to pause, then enter any of the following codes:

TIPS & TRICKS Rosenthal Art Gallery

by Daniel Nava.



by Noel Quintana

by Alex McEneaney,
Clarkson, DE

by Bryan Wilkins



Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

BurnTrick Wake Boarding

801E333E-00A1—Stop timer
D01E333E-0000 + 801E333E-0002—Start on last lap
801A5212-0005—Infinite BT

Dance Dance Revolution

800CC13A-00FF + 800CC13A-00FF—Max score
800CC184-00FF + 800CC184-00FF—Max score (Workout)
800CC03A-00E7—Have 999 combo
800CC136-9058—Max, Dance meter
800CC188-0327—Finish with 999 perfects
800CC198-0000 + 800CC198-0000—Boss at 9999
800CC194-0000—Almost finish

Disney's Aladdin: Heshe's Revenge

8007F8B8-0064—Infinite coins
800E2B14-1003 + 8007F8CA-000A—Infinite apples
800E7C2A-0008—Infinite health
801B00C0-7FFF—Out-of-body experience
800E322E-0000 + 800934B0-0001—No magic lamp interruptions
800E7C3C-3000—Infinite lives
800E7C38-0004—Lots of slot machine spins
8007F9AB-9373—999 Red gem

FI World Grand Prix 2000

50000032-0000 + 800294D4-0004—Have 100% on tests
D00313A2-7FFF + 800293FC-967F + D00313A2-7FFF + 800293FC-967F—Press R1 for \$1,999,999

Mary Kate & Ashley's Winner's Circle

800A9070-270F—Max ribbons
D01FC9CA-0001 + 801E5CA-0016—1 Horsehoe needed to have all
D009A02A-0001 + 8009A02A-0012—1 Flag needed to win

NBA ShootOut 2001

801E67D0-273F—Infinite creation points
D00E1C5E-FFFF + 800E1E10-0003—Press R2 to re-fill Away team's time out
D00E1C5E-FFFF + 800E1E10-0003—Press R1 to re-fill Home team's time out
800E9E03-0020—No time outs, Away team
800E1418-0020—No time outs, Home team
D00E9C0D-0000 + 800E9C0D-0001—Start on 2nd quarter
D00E9C0D-0000 + 800E9C0D-0002—Start on 3rd quarter
D00E9C0D-0000 + 800E9C0D-0003—Start on 4th quarter
800E9DAB-000A—Infinite shot clock
801EBC0D-0000—Always 1st quarter
801E7E0D-0020 + 801E7E2D-0020 + 800176EA-0000 + 800176E8-0000 + 800176EA-0000 + 800176EC-0000—Home team scores 0
801E772D-0020 + 8001772D-0000 + 8001772E-0000 + 8001772F-0000 + 8001772A-0000 + 8001772C-0000—Away team scores 0
801E7E0D-0000 + 800176E2-0020 + 800176EA-0000 + 800176E8-0000 + 800176EA-0000 + 800176EC-0000—Home team scores 150
801E772D-0020 + 8001772D-0000 + 8001772A-0000 + 8001772E-0000 + 8001772F-0000 + 8001772C-0000—Away team scores 150

Enbow Six: Rogue Spear

80399F88-0000 + 800A2958-2A00—Infinite health
D039F888-0000 + 800A9C8D-2A00—Infinite ammo
8069340E-0011—Unlock all levels

Sabrina the Teenage Witch: A Twist in Time

800C8518-0052—Infinite lives
800C8556-00C8—Max, gem
800C8510-0014—Infinite health
800C857A-0009—Max, egg
800C8580-0005—Have Squab-D-Rama
800C8581-0005—Have Shrink and Blink
800C8582-0005—Have Ice Sticks
800C8583-0005—Have Upay Danum
800C8584-0005—Have Floppy Ribat
800C8585-0005—Have Up and Away

Smart Toner

80294408-0011—Infinite Mushroom missiles
801030EA-FFFF—Everything unlocked

Strikes 1945

80099634-0006—Player 1 infinite lives
80099635-0006—Player 1 have support attack
8009963A-FFFF—Player 1 have superbomb
8009963B-FFFF + 8009963A-FFFF—P1 max score
80099750-0006—Player 2 infinite lives
80099752-0006—Player 2 have support attack
800997A6-FFFF—Player 2 have superbomb
80099754-FFFF + 80099755-FFFF—P2 max score

PlayStation 2

Army Men: Air Attack 2

EC87C0741456-E60A—(M) Must be on
4C3A0D621456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite Copster ammo
3C8362E21456-E787—Infinite Copilot ammo

Army Men: Green Rogue

EC87C0741456-E60A—(M) Must be on
3C8362E21456-E787—Infinite Copilot ammo

Army Men: Sarge's Heroes 2

EC87C0741456-E60A—(M) Must be on
3C8362E21456-E787—Infinite Copilot ammo
3C8362E21456-E787—Infinite Copilot ammo
3C8362E21456-E787—Infinite Copilot ammo
3C8362E21456-E787—Infinite Copilot ammo
3C8362E21456-E787—Infinite Copilot ammo
3C8362E21456-E787—Infinite Copilot ammo

ESPN National Hockey Night

EC87C0741456-E60A—(M) Must be on
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health

ESPN National Hockey Night

EC87C0741456-E60A—(M) Must be on
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health

ESPN Winter X Games: Snowboarding

EC87C0741456-E60A—(M) Must be on
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health

High Heat Baseball 2002

EC87C0741456-E60A—(M) Must be on
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health

NBA Hoops

EC87C0741456-E60A—(M) Must be on
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health

3CDA9C381456-E7A6—Tiny heads, Team 1
3CDA9C381456-E7A7—Tiny heads, Team 2
3CDA9C381456-E7A8—Tiny heads, both teams
3CDA9C381456-E7A9—Tiny players, Team 1
3CDA9C381456-E7A7—Tiny players, Team 2
3CDA9C381456-E7A8—Tiny players, both teams
3CDA9C381456-E7A6—Beach court
3CDA9C381456-E7A7—Street court
3CDA9C381456-E7A8—Show shot %, Team 1
3CDA9C381456-E7A9—Show shot %, Team 2
3CDA9C381456-E7A6—Show shot %, both teams
3CDA9C381456-E7A7—Gaining shots
3CDA9C381456-E7A8—Tiny hotspots
3CDA9C381456-E7A9—Tiny hotspots
3CDA9C381456-E7A6—No pusher
3CDA9C381456-E7A7—No hotspots
3CDA9C381456-E7A8—Tournament Mode
3CDA9C381456-E7A9—No foul
3CDA9C381456-E7A6 + 3CDA9C381456-E7A7—Randy beach
3CDA9C381456-E7A6 + 3CDA9C381456-E7A7—Snowy beach
3CDA9C381456-E7A6 + 3CDA9C381456-E7A7—Blizzard beach
3CDA9C381456-E7A6 + 3CDA9C381456-E7A7—Randy streets
3CDA9C381456-E7A6 + 3CDA9C381456-E7A7—Snowy streets
3CDA9C381456-E7A6 + 3CDA9C381456-E7A7—Blizzard streets

Drumma

EC87C0741456-E60A—(M) Must be on
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health
4C3B7E1456-E7A7—Infinite health



HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call Tis & Tacs! We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

3DO
1-800-CALL-3DO (1-800-225-5396)
HOURS: Monday through Friday,
9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard
Time)
COST: 35¢/minute

888 STUDIOS
1-800-833-SHOW (U.S.)
1-800-451-5757 (Canada)
HOURS (U.S.): Monday through Friday, 8 to 5 PM (Pac-
ific Standard Time for live information, 24 hours for
automated help)
(Canada): 24-hour automated information
COST (U.S.): 35¢/minute; automated, \$1.40/minute live,
\$6.95 to \$16.95 for tips by mail, \$5 to \$20 for card
recharge
(Canada): \$1.50/minute for automated hints

ACCLAIM
1-800-407-TIPS (1-800-407-8477)
HOURS (unknown)
COST: 95¢/minute

ACTIVISION
1-800-480-4668 (U.S.)
1-800-451-4849 (Canada)
HOURS: Monday through Friday,
9 AM to 5 PM (Pacific Standard Time) (excluding hol-
idays)
COST (U.S.): 35¢/minute
(Canada): \$1.40/minute

AGTEC, INC.
1-800-288-ASCA (1-800-288-3724)
HOURS: 24 hours a day, 365 days a year
COST: 35¢/minute

AMERICAN SOFTWARE CORP.
1-800-CALL-ASC (1-800-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE
1-800-CALL-ATLUS (1-800-225-5285)
HOURS (unknown)
COST: 95¢/minute or \$1.25/minute for live assistance

CAPCOM
1-800-486-CLUE (1-800-486-2583) (U.S.)
1-800-472-2272 (Canada)
HOURS: Monday through Friday,
8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded in-
formation, \$1.25/minute for live help
(Canada): \$1.35/minute

CRABE ENTERTAINMENT
1-800-963-4848 (U.S.)
1-800-677-4468 (Canada)
HOURS (unknown)
COST (U.S.): 95¢/minute
(Canada): \$1.50/minute

DREAMWORKS INTERACTIVE
1-800-454-GAME (1-800-454-0424)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EDDS
1-800-772-4267 (U.S.)
1-800-448-4267 (Canada)
HOURS: 24 hours a day
COST: 95¢/minute

ELECTRONIC ARTS
1-800-288-HINT (1-800-288-4468)
1-800-451-4673 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): \$1.15/minute

FOX INTERACTIVE
1-800-CALL-FOX (1-800-225-9496)
HOURS (unknown)
COST: 85¢/minute

GT INTERACTIVE
1-800-CALL-GT (1-800-225-5248)
HOURS (unknown)
COST: 95¢/min

INFOGRAMS
1-800-454-HINT (1-800-454-4468)
HOURS (unknown)
COST: 95¢/minute

INTERACT GAMESHARK CODELINE
1-800-775-7427 (U.S.)
1-800-477-4242 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): \$1.20/minute
COST (Canada): \$1.79/minute

INTERPLAY
1-800-370-FLAY (U.S.)
1-800-451-6868 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

KONAMI
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Greetings, sports fans, and welcome to the **Tips & Tricks** sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

SPORTS DESK

by
Mike
Daly

School's pretty much out now, so unless you're going to summer school or are unfortunate enough to live in an area so populated that it uses tracked school schedules, you're getting in lots of air conditioning, gaming and...baseball! With women's pro basketball and soccer leagues now rolling, competition for television time is a little shorter than the summers of yore, but—no offense to Mia Hamm or Lisa Leslie—I don't think that Major League Baseball is sweating it yet. I'm sure you'll take in your share of seventh-inning stretches in the coming months, and if you have been already, you may have noticed that we're almost a third of the way through this season, with nothing too crazy having gone down. No riot-inciting racial epithets from moronic pitching pitchers, no bench-clearing brawls between white-collar million-dollar athletes and drunken blue-collar fans, and no one leaping out of the

gates in a home-runathon to catch Big Mac's record. There has been one phenomena to emerge from the settling dust, though, and it is a man who often goes by one name: Ichiro.

As forecasted by our prophetic Japan Report in the January 2001 issue, Ichiro Suzuki—the first Japanese position player to enter American professional baseball—has more than managed to stay on someone's roster. He now starts for the Seattle Mariners, playing right field and taking on leadoff batter responsibilities. He steals bases, hits remarkably and fields with a natural smoothness. Seattle fans are more than jazzed. Nemo? These guys don't even remember Junior and A-Rod...and Buhner is quickly fading from their memories. As I delved further into this year's crop of baseball games, I not only explored strategy and techniques, but I examined the Ichiro factor as well.

Triple Play Baseball



EA Sports' Triple Play Baseball continues EA's fine tradition. Featuring better graphics and player modeling than *High Heat*, Triple Play also allows unprecedented control of both pitching and batting. Both pitchers and batters have a cursor to select where their stroke will fall. When pitching, you select a pitch and then where you want to put it (or where you want your opponent to think you're putting it). Triple Play allows some control over the pitch's motion after it has left your hand. This means that you can pitch something that looks (to the batter) as if it will be a ball, but you can steer it back into the strike zone before it reaches the catcher's glove. With this degree of control, you can really paint the corners of the strike zone. It is best to develop a series of preferred pitches that lead your opponent into a rhythm that you can then disrupt by changing the sequences. For instance, I like



to start with a strike to the inside corner of the strike zone. Inside pitches are difficult to connect with, and if a connection is actually made, it is usually on the weak part of the bat, usually resulting in a foul ball or grounder at best. I try to follow this with either a sinker that appears to be in the lower portion of the strike zone but will actually drop out of it, or a curve ball that looks as if it will not cover the plate, but does. Once I've got the batter in a two-strike hole and adjusted to my fastballs, I like the change-up down the middle or low. The batter's so raring for a hit that his frustration usually has him swinging before the ball even gets to him. Strike three! Fielding now has power-sensitive throwing. The harder and longer you press **X**, the faster your throw to the base will get there.

if it will be a ball, but you can steer it back into the strike zone before it reaches the catcher's glove. With this degree of control, you can really paint the corners of the strike zone. It is best to develop a series of preferred pitches that lead your opponent into a rhythm that you can then disrupt by changing the sequences. For instance, I like



Keep this in mind, because an inadvertently lazy throw sometimes won't catch a fast runner. When batting, you can see the pitcher's cursor in the strike zone. Use the analog stick to move your own cursor so that it matches the pitcher's.

This should result in contact with a well-timed swing. Remember, though, that the pitcher can still move the ball off the cursor so a small degree, so prepare yourself for the possibility of minor adjustments. Also, if you've ever watched a quality home run hitter, you may have noticed that they really lift the ball when they swing through it on a power hit, in order to do this, you must get slightly underneath the ball. If you're looking to go deep (a good idea if you have men in scoring position, especially if a power hitter is at bat), move the bat-



ting cursor slightly below the pitcher's cursor. Don't get too far underneath it, however, because the result is almost always an easily fieldable pop fly. Triple Play also has an All-Star Game option in which you can simulate the yearly contest between the American and National League's best players. Triple Play's most notable flaw is its complete lack of Ichiro, in any capacity.

Triple Play Baseball Cheats

- Want the ultimate grand-slam hitter on your team? Create a player and name him **SLUGGER**. He will always hit a grand slam if the bases are loaded.
- How about a rocket of a pitcher? Create a player and name him **STRONG ARM**. He can throw 110 mph pitches.
- While circling the bases following a home run, you can press **Δ** to hear a soft horn, **□** to hear a loud horn and **○** to hear a whistle.
- If you hold **L1 + L2 + R1 + R2** and press **↑**, **↓**, **→** and **←** (in that order) you will hear a surprise sound!

High Heat Major League Baseball 2002



3DO's High Heat Major League Baseball 2002 for the PlayStation 2 is a competent delivery for the platform. Graphics and overall presentation are solid, but High Heat lacks the degree of control that makes some of its competitors appealing.

After you have selected your pitch when on the mound, you must choose if you want to deliver a strike or a ball. While choosing this option, you must point the D-pad in the direction that you want the pitch to go, which has an rather vague effect on the ball's path. That is, if you point the D-pad Down, you know the ball will drop, but it is difficult to know how far. Purists might appreciate this haziness, though, as it approximates the difficulty of putting a ball exactly where you want it in real life. Batting is similar, though you can use the D-pad to choose where your bat will move through the strike zone. It is vague and difficult to control. Fielding is fairly straightforward, but beware of infield



Also, make a mental note of where the play is before you throw the pitch. When pitching, you are often so caught up in the pitch choice and its delivery that you might forget to note where the plays are. You only have a couple of moments before baserunners will successfully advance, so you definitely want to keep in mind where they are going, because a miscue or two can result in no outs and loaded bases. Incidentally, High Heat's Ichiro is called David Takagi for lack-of-license reasons.



Down on the D-pad to trap the ball. Generally speaking (and this applies to all three games), you should align your fielders depending on the skill of the batter. If a big-time hitter comes up, play your fielders normal or deep. If a poor hitter or pitcher comes up to bat, move your fielders in.



MLB 2002



You might want to sit down to prepare yourself for this next one, because I'm about to give my unconditional support to a 989 Sports game. The fact is, with its new MLB 2002, 989 has outdone every baseball game out there...which is saying a lot, considering that it's only available for the PS1 at this point. MLB 2002 features all of

the pitching and batting control of Triple Play but has added bonuses. When pitching, you can pick exactly what spot you want in the displayed strike zone, but you can only do it after you have initiated the pitch. This means that once you've started to throw the ball, you have slightly less than a second to move the cursor where you want it. If you move it incorrectly or not enough, your pitch will not go where you may have wanted it. This is a nice compromise between the vague positioning of High Heat and the perhaps-too-scientific



pitch placement in Triple Play. After all, pitching isn't so easy that you can take five minutes to select the exact location you want and actually put it there. MLB recognized that major league pitch placement, while often quite accurate, isn't that simple. Pitching also features a strength meter that lets you gauge how hard you are throwing. This meter gives you very specific control of your power. For example, you can throw a fastball at 90% of your capacity if you want. You can continue to adjust the power until the ball leaves your hand. This means you can press X just hard enough to get your meter halfway up,



tricking the batter into thinking he's getting a slow pitch. Then, just before the ball leaves your hand, you can give X a final hard push, kicking the meter up to full power. The batter now only has a moment to react to the speed change. This goes a long way in simulating actual pitching release style and a batter's ability to anticipate the pitch based on that release. MLB also adds a realistic facet to batting with its Total



Control Batting feature. Though it can be turned off, Total Control Batting is encouraged as a default, mainly because trying to guess pitches is an important part of the duel between pitcher and batter. Being forced to try to guess the pitch requires you to pay more attention to the pitcher's

general pitch sequences and to try to get into the mind of your opponent (which is actually a huge part of baseball). Total Control Batting lets you guess either pitch selection or location or both. If you guess correctly, your bat will have a bigger sweet spot and give you a greater chance of a hit. If you guess wrong, the opposite occurs. A perfect guess will result in a flashing batting cursor. If you see this, get ready to tee off on the ball. Sometimes you may have guessed an inside (or outside) pitch perfectly and will want to hit it because the cursor is flashing. If this is the case, quickly use R2 and the D-pad, as the pitch is approaching, to relocate yourself in the batter's box so that the thick part of your bat is aligned with the batting cursor. If you can do this in time, you're almost guaranteed a home run! MLB also has an All-Star Game as well as a farm system for its General Manager mode. All of that accuracy and control...and to top it off, the game actually features Ichiro, in name as well as body. A big score for 989 Sports.

TIPS & TRICKS

Tournament Report

by
Jason
Wilson

Sponsored by



NYC Player Wins South Florida Challenge!



Arturo Sanchez smiles after realizing he is going home with over \$800 in cash!

Capcom vs. SNK portion of the tournament, while 50 players from as far away as Rhode Island and Louisiana competed for cash prizes in the *Marvel vs. Capcom 2* tournament.

Arturo went to the dark side and chose Nakoruru as part of his main team, defeating Jason Wilson in the finals of the winner's bracket 4-2. Wilson forfeited his second place finish to Angel Mateo—who had never previously fought any player from outside of Miami—in order for Angel to fight Arturo in the finals. Arturo finished off

To compete in the first of four major *Street Fighter* tournaments this year, Arturo Sanchez took a 30-hour bus ride to Miami for the South Florida Challenge, held on April 21 and 22 at Flipper's Amusement Center. 32 players made their way from all over Florida to play in the



Ari and Arturo battle it out in an intense *MVC2* final that went down to the last match of the last set!

Angel to fight Arturo in the finals. Arturo finished off



Angel Mateo battles Arturo for the Capcom vs. SNK crown.

namment, but fell to Arturo Sanchez 4-2, 0-4, 4-3 in a battle that lasted until the final match of the final set! Arturo won another \$450 for his finish in that tournament as well. Most players from Orlando and Jacksonville were shocked to see that the majority of the top 10 in both tournaments consisted of competitors from Miami instead of Orlando and Jacksonville, which were thought to have better of *Marvel vs. Capcom 2* players. Special thanks to Jeff Gordon of Flipper's for making this tournament a reality, and to Ralph for helping throughout the tournament! Stay tuned for another major Flipper's tournament soon!



Team Miami cheers for the locals.



Capcom vs. SNK

- 1st Place—Arturo Sanchez (Nakoruru, EX Vice, King, Dhalsim, EX Yamazaki)
- 2nd Place—Angel Mateo (EX Honda, Terry, Dhalsim, King, EX Balrog)
- 3rd Place—Jason Wilson (EX Benimaru, EX King, Dhalsim, Blanka, Chun Li, EX E. Honda)
- 4th Place—Alex Navarro (Nakoruru, EX Dhalsim, EX Vice, Blanka, Guile, Raiden, King)
- 5th Place (tie)—Tony Arriola (Terry, EX Vice, King)
- 5th Place (tie)—Trent Van Deven (random characters)

Marvel vs. Capcom 2

- 1st Place—Arturo Sanchez (Sentinel, Blackheart, Captain Commando)
- 2nd Place—Ari Weintraub (Sentinel, Blackheart, Captain Commando)
- 3rd Place—James Sekator (random characters)
- 4th Place—Eder Resendiz (Doom, Cable, Jin)
- 5th Place (tie)—Oslanir Delisle (Sentinel, Doom, Cable)
- 5th Place (tie)—Roland Miyares (Spiral, Sentinel, Doom)



GHOSTBUSTERS AT GOLFLAND!



After enduring 13 hours of Cable's Ghostbusters gun, Storm's screaming and Blackheart's screeching, I was ready to take a long nap! In the biggest tournament to hit California since 1996, Southern Hills Golfland became a Marvel vs. Capcom 2 madhouse on March 31 when 90 players showed up from Washington, Oregon, Arizona, Nevada and all parts of California

to compete for a grand prize of \$550 and tokens! Most players copied teams and tactics used by California players for the past year and a half, with the majority using Cable (argh!), Sentinel, Blackheart, Storm, Dr. Doom, Spiral and Cyclops. One exception was surprise third-place finisher Rattana Phantarouh, who took out Michael "Nyte" Morse and Tone Nguyen of the "Versus" family with Iceman! Alex Valle once again proved that he is the man to beat, finishing off Duc Do with an incredible team of Sentinel, Blackheart and Captain Commando. Top Northern California player Ricky Ortiz was ousted early and did not place in the top 10. Thanks again to John



Duc Do smiles for the camera. Will he ever lose?



Bailon for another spectacular Golfland Tournament!

- 1st Place—Alex Valle (Blackheart, Sentinel, Captain Commando)
2nd Place—Duc Do (Spiral, Cable, Sentinel)
3rd Place—Rattana Phantarouh (Cable, Doom, Iceman)
4th Place—Tone Nguyen (Cable, Storm, Captain Commando)
5th Place (tie)—Jay "Viscant" Snyder (Doom, Storm, Sentinel)
5th Place (tie)—Long Tran (Strider, Doom, Cable)

Motor City "Winner Take All" Tournaments



Ari Weintraub proudly displays the bracket used during the Capcom vs. SNK tournament.

Chicago's Ari Weintraub drove to Wizzards Arcade in Warren, Michigan for two "winner take all" tournaments on April 20, 2001. Ari was upset in the Marvel vs. Capcom 2 tournament—losing twice to Demetrius Tyner's Cable/Doom/Captain Commando team—but redeemed himself by winning the Capcom vs. SNK competition (even though he used Nakoruru), only losing one round the entire time! Sean Hunter took first in Marvel with a well played Spiral/Cable/Sentinel team. Congrats to everyone who entered, and thanks to Ari for pictures!



Sean takes home the Marvel vs. Capcom 2 Championship for Detroit!

Capcom vs. SNK

- 1st Place—Ari Weintraub (Nakoruru, EX Vice, EX Yuri)
2nd Place—Dre Stinson (Ken, Guile)
3rd Place—Keshawn Cook (Zangief, Blanka, Sakura)

Marvel vs. Capcom 2

- 1st Place—Sean Hunter (Spiral, Cable, Sentinel)
2nd Place—Demetrius Tyner (Cable, Doom, Captain Commando)
3rd Place—Ari Weintraub (Sentinel, Blackheart, Captain Commando)

United States Top 10 Player Rankings

(Rankings based on previous tournament performances, compiled by Tvs & Trcks Magazine)

Capcom vs. SNK Top 10 Players

1. Alex Valle (Southern Hills Golfland, Stanton, CA)
2. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
3. Jason Nelson (Golfland USA, Sunnyvale, CA)
4. Arturo Sanchez (Chinatown Fair, New York, NY)
5. (tie) Jason Wilson (All Amusement Center, Van Nuys, CA)
5. (tie) John Choi (Golfland USA, Sunnyvale, CA)
7. Peter Ong (Einstein's, Austin, TX)
8. Hsien Chang (Einstein's, Austin, TX)
9. Angel Mateo (Flipper's Amusement Center, Miami, FL)
10. (tie) Jason Cole (Golfland USA, Sunnyvale, CA)
10. (tie) James Chen (Southern Hills Golfland, Stanton, CA)
10. (tie) Alex Navarro (Flipper's Amusement Center, Miami, FL)

Marvel vs. Capcom 2 Top 10 Players

1. Alex Valle (Southern Hills Golfland, Stanton, CA)
2. Duc Do (James Games, Upland, CA/Southern Hills Golfland, Stanton, CA)
3. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
4. Justin Wong (Chinatown Fair, New York, NY)
5. Arturo Sanchez (Chinatown Fair, New York, NY)
6. Michael "Nyte" Morse (Southern Hills Golfland, Stanton, CA)
7. Jay "Viscant" Snyder (Nickel City, La Jolla, CA)
8. Julien Robinson (University Pinball, Philadelphia, PA)
9. Rattana Phantarouh (University of Washington, Seattle, WA)
10. Tone Nguyen (Southern Hills Golfland, Stanton, CA)

"Texas Techer" Stomps the Competition in Capcom vs. SNK!



Though best known for his skills in *Street Fighter III: 3rd Strike*, Hsien Chang upset Ricky Ortiz to win the *Capcom vs. SNK* tournament held March 10 at the University of Houston Gameroom. Known as the "Texas Techer" because of his skill with tech throws, Hsien's characters simply cannot be thrown. His flawless Evil Ryu took out Ricky's entire team of Nakoruru, EX Vice and EX Yuri, then eventually finished off Peter Ong's Nakoruru, Dhalsim and EX Vice with a team of Nakoruru and Ryu! Can Nakoruru be



stopped? She has been chosen by the winners of the last 10 *Capcom vs. SNK* tournaments! The following day, March 11, *Marvel vs. Capcom 2* was the main draw with over 50 entrants. Duc Do and Ricky Ortiz decided to "tie" for first, which kind of ruins the point of a tournament in the first place. Anyway, here are the results:



Capcom vs. SNK

- 1st Place—Hsien Chang (Evil Ryu, Nakoruru, Ken, Ryu)
- 2nd Place—Peter Ong (EX Yuri, Nakoruru, Dhalsim, Terry, EX Mai)
- 3rd Place—Brian Tyson (Guile, King, Dhalsim)
- 4th Place—"LordVoid" (EX Kim, King, EX Vice)
- 5th Place—Arturo Sanchez (Dhalsim, EX Yamazaki)
- 5th Place—Ricky Ortiz (Nakoruru, EX Vice, EX Yuri)

Marvel vs. Capcom 2

- 1st Place (tie)—Ricky Ortiz (random teams)
- 1st Place (tie)—Duc Do (random teams)
- 3rd Place—Arturo Sanchez (Blackheart, Cable, Doom)
- 4th Place—Ari Weintraub (Cable, Storm, Sentinel)

Arcade Infinity Dance Dance Revolution Tournament

On March 24, 2001, Arcade Infinity in Rowland Heights, California was host to a *Dance Dance Revolution 4th Mix Plus* tournament, with 63 participants for the "Perfect Attack" tournament and 66 for "Freestyle."

Hordes of spectators watched DDR experts put on their best show in an effort to win cash, tokens and a DDR Solo 2000 Machine! An abundance of routines and freestyle performances were displayed throughout the tournament from players all over California and as far away as Texas, Georgia and New York! During the "freestyle" part of the tournament, the players performed each of their routines and were ranked accordingly by nine different judges.



Why don't these girls show up at MY arcade and play DDR?



Gooooooooo!!! Everyone has their own unique way of playing *Dance Dance Revolution*.

However, a new format was brought into this tournament for Round 2 where the top eight contestants

from Round 1 were brought into a bracketed elimination round. Songs were then chosen from a group of pre-selected numbers by the judges. The two seeded players would then freestyle the selected song in shuffle mode, and the judges then voted on the winner of



Some DDR freaks had custom-made costumes just for this tournament!



A crowd of over 100 spectators watched the intense competition. the two, who advanced. Special thanks to Mike "Crackprn" Pham who contributed to this article! Here's a list of the winners and their prizes:



Perfect Attack Tournament

- 1st Place—Burn Suk "Jenith" Shon (\$100)
- 2nd Place—Michael "Azlnnovation" Ngo (\$50)
- 3rd Place—Bryant "Orochi" Kongkachandra (\$25)

Freestyle Tournament

- 1st Place—Muli Baltazar (*DDR Solo 2000* dedicated machine)
- 2nd Place—Guyuk Wonto (\$50)
- 3rd Place—Chango (\$25)

GAME HITS VAMPIRE SAVIOR TOURNAMENT



Game Hits Game Store hosted a Vampire Savior tournament for the hardcore Lansing, Michigan-area players on April 20th. In one of the closest battles yet seen at Game Hits, four players ran neck-and-neck for first place until the very end of the round-robin tournament. As the end neared, upsets abounded, with frontrunner Chris Tucker derailed and a two-way tie for second place locked in by brothers Tim and Andre Proctor. Here are the results:

- 1st Place—Jess Regan
- 2nd Place (tie)—Tim Proctor
- 2nd Place (tie)—Andre Proctor
- 4th Place—Pat Reynolds



T O U R N A M E N T R E P O R T

June 22-24, 2001

2001 Midwest Street Fighter Championships

Contact: Super Just Games

Northbrook, IL

(847) 559-8727

The 2001 Midwest Street Fighter Championships will begin on Friday, June 22 and finish up on Sunday, June 24. This marks the first time since 1996 that the tournament will take a full three days. Tournament prizes are going to include Capcom Sega Dreamcast Games, deluxe Capcom game marquee and gift certificates along with usual cash rewards for the top three players in each game. All this booty will be sure to entice gamers to come to the United States' longest-running annual Street Fighter tournament. Since 1993, nearly 800 gamers from 40 states and Canada have competed for the right to be called "Midwest Street Fighter Champion." 100% of the tournament entry fees will go to the winners, as well as bonus cash prizes from Twin Galaxies, the official video game and pinball scoreboard! Please note: The featured game of this tournament will be *Capcom vs. SNK*, with qualifying rounds to begin on Saturday June 23, with the finals on Sunday June 24. More details about this wild Street Fighter weekend:

Friday, June 22

11:00 AM—Signups

12:00 PM—Street Fighter Alpha 2 tournament

7:00 PM—Street Fighter III: 3rd Strike tournament

Saturday, June 23

11:00 AM—Signups

12:00 PM—Capcom vs. SNK qualifying rounds (16 players will qualify for Sunday's finals)

6:00 PM—Marvel vs. Capcom 2 tournament

Sunday June 24

12:00 PM—Capcom vs. SNK finals

2:00 PM—Street Fighter Alpha 3 tournament

6:00 PM—Super Street Fighter II Turbo tournament

Winners of the Capcom vs. SNK tournament will receive the following prize packages:

- 1st Place—60% of all entry fees, 2 deluxe Capcom game marquee, a one-year subscription to *Ties & Ticks* Magazine, a Sega Dreamcast system and 2 Sega Dreamcast games
- 2nd Place—25% of all entry fees, 1 deluxe Capcom game marquee and 2 Sega Dreamcast games
- 3rd Place—15% of all entry fees and a Sega Dreamcast game
- 4th place—1 Sega Dreamcast game

All other tourney winners receive:

- 1st Place—60% of all entry fees, a one year subscription to *Ties & Ticks* Magazine and 1 Sega Dreamcast game.
- 2nd Place—25% of all entry fees
- 3rd Place—15% of all entry fees

Free pizza will be given to paid tournament participants on Saturday June 24 during the Capcom vs. SNK tournament! Over 200 games are featured at Super Just Games, including nearly every Capcom fighting game ever made, *Dance Dance Revolution USA* and much, much more! For more information, contact Jayson McClellan at the number shown above.

August 4-5, 2001

B5 Street Fighter Championships

The Gameroom

281 Iron Point Rd.

Folsom, CA 95630

(916) 608-9669

Last year's highly successful B4 tournament attracted over 100 gamers...and the B5 is shaping up to be one of the biggest tournaments of the summer! Featured games include *Marvel vs. Capcom 2*, *Capcom vs. SNK*, *Super Street Fighter II Turbo* and *Street Fighter Alpha 3*. Cash prizes will be awarded to the top three finishers in each contest! Email Tom Cannon (inkblot@shoryuken.com) for more information.

RECURRING TOURNAMENTS

Marvel vs. Capcom 2/Capcom vs. SNK Monthly Tournaments

Contact: Southern Hills Golfand

Stanton, CA

(714) 895-4550

Southern Hills Golfand, the site of various national video-game tournaments, currently holds monthly tournaments on *Marvel vs. Capcom 2* and *Capcom vs. SNK* with cash and tokens awarded for the top three spots.

Capcom vs. SNK Bi-Weekly Tournaments

Contact: Golfand USA

Sunnyvale, CA

(408) 245-1322

Golfand USA holds bi-weekly tournaments in *Capcom vs. SNK* at 6:00 PM every other Saturday.

Game Hits Game Store Tournaments

Contact: Game Hits Game Store

4324 W. Saginaw

Lansing, MI

(517) 323-0797

www.game-hits.com

Lansing, Michigan-based Game Hits Game Store hosts weekly tournaments for games that range from *WWF: No Mercy* to *Street Fighter Alpha 3*. All tournaments begin at 7:00 PM, with a \$2 entry fee. The following games will be featured on the dates indicated:

July 7—Dead or Alive 2

July 14—Tekken Tag Tournament

Tournament Report



Hard Core

by Pat Reynolds

Custom Armored Core Design

Hard Core is a special section of *TIPS & TRICKS* where we showcase some of the best custom Core designs created by you, our readers, in Agatec's Armored Core series of games for the PlayStation (and Armored Core 2 for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see below for information on how to submit your Core. Let's get on to this month's batch of new Core designs!



Featured Core Design

Grimm

Designed by Mike Schmitt of Vestal, New York



Parts

Head: HD-HELM
Core: XXXA-50
Arms: AN-K1
Legs: LN-2K2-SP
Generator: GBG-XR
FCS: P/CV
Boosters: B-VR-33

Back Weapon L: WM-L201 Large Missile
Back Weapon R: WC-01QL Laser Cannon
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-RFE Sniper Rifle
Option Parts: SP-JAM, SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-ABS/Re

Color Scheme (General)

Base: Red: 15, Green: 15, Blue: 15
Optional: Red: 00, Green: 00, Blue: 00
Detail: Red: 15, Green: 00, Blue: 00
Joint: Red: 00, Green: 00, Blue: 00

Performance

Armor Points: 6900
Weight: 6230
Price: 1,125,700

Mike did such a good job describing Grimm in his letter that I'm going to paraphrase his own words for this description. Grimm excels at speed and attack. Its only weakness is its AP—although it's low, a player with enough skill can get past it. The WG-RFE has low ammo, but 10 shots is enough to make almost any other Core submit. Its range is excellent; you can get a lock when the opponent isn't even on the radar! The WM-L201 is an excellent Large Missile because of its speed and power. The ammo is low, but again, 12 missiles are enough if you can hit with them. For easy wins, all you need to do is dash around the opponent and fire the Sniper Rifle a few times. Alternatively, find a spot high up if the map has one and pick at the enemy with missiles or the rifle. Grimm is the Featured Core this month because of the combination of excellent energy use and choice of weapons. In the hands of a skilled player, Grimm can be a monster.

Grade: SUPERFINE



Goldring

Designed by Andrew Burg of Collegeville, Pennsylvania



Parts

Head: HD-GRY-NX
Core: XXXA-50
Arms: AN-25
Legs: LN-SSVR
Generator: GBG-XR
FCS: RATOR
Boosters: B-VR-33
Back Weapon L: WC-IR24 Laser Cannon

Back Weapon R: WC-01QL Laser Cannon
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-82180 Bazooka
Option Parts: SP-JAM, SP-ABS, SP-SAP, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-Detq

Color Scheme (General)

Base: Red: 47, Green: 43, Blue: 00
Optional: Red: 12, Green: 12, Blue: 12
Detail: Red: 12, Green: 12, Blue: 12
Joint: Red: 12, Green: 12, Blue: 12

Performance

Armor Points: 8486
Weight: 7864
Price: 1,283,800

Goldring is a tough Core to play. Not only did Andrew forget to include any kind of radar function, but the weapons require patience and cunning to use properly. All of its weapons, while powerful, are slow and difficult to use with a humanoid leg Core. The Bazooka is a solid weapon—we've seen it used very capably by ChromeXO in a couple of recent AC Challenges. It's slow, but each hit does a ton of damage. The problem with Goldring comes when you realize that both back weapons require this Core to kneel and fire from a stationary position. This procedure takes a few seconds to set up, and all but the slowest of enemy Cores will have moved out of range or attacked by the time you're ready to fire. Rely on the Bazooka unless you can get into a sniper position and surprise the opponent with either of the back weapons.

Grade: GREAT



If you're an Armored Core fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

TIPS & TRICKS Armored Core Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *TIPS & TRICKS*. Note: I'm keeping an eye out for Core designs that excel in specific areas: i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of *Hard Core*. As always, overweight or otherwise illegal Core designs get tossed in the trash.

Patriot

Designed by Chris Price of Glendale, Arizona



Parts

Head: HD-REDEYE
Core: XCA-00
Arms: AN-B63 B
Legs: LN-53
Generator: GBG-XR
PCS: TRYX-QUAD
Boosters: B-VR-33
Back Weapon L: WC-01QL Laser Cannon

Back Weapon R: WM-X201 Multi-Missile
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WF-RFM118 Rifle
Option Parts: SP-JAM, SP-ABS, SP-SAP, SP-S/SCR, SP-E/SCR

Color Scheme (General)

Base: Red: 41, Green: 00, Blue: 00
Optional: Red: 00, Green: 00, Blue: 40
Detail: Red: 64, Green: 64, Blue: 64
Joint: Red: 64, Green: 64, Blue: 64

Performance

Armor Points: 8856
Weight: 7841
Price: \$18,750

Uncle Sam and American Pride have kicked off a slew of patriotic Core submissions; Patriot here is the first of them. Of course, all of these red, white and blue Cores are itching for a piece of the other patriots in the AC Challenge arena, and Patriot gets its chance to square off against its predecessors this month. Patriot is a solid design in every aspect except one as far as I'm concerned, but Chris has a reason for this. I felt that the Rifle is underpowered, especially since most Core designers opt for something stronger. Chris says that the weapon is special to him, and he chose it because of its metaphorical similarities to the rifle you have at the start of the game *Medal of Honor*. Chris says, "It may not be strong, but a constant stream...should bring down an enemy's AP pretty fast." Patriot makes good use of energy, and its other weapons are useful—especially the Multi-Missile, which is powerful at long distances. Check out this month's AC Challenge to see how Patriot fared against a batch of other all-American Cores.

Grade: **FINE**



Soul Blade

Designed by Chris "Raziel" Owens of Summerdale, Alabama



Parts

Head: HD-4004
Core: XXXA-SO
Arms: AN-K1
Legs: LF-TR-0
Generator: GBG-10000
PCS: QX-9009
Boosters: B-T001
Back Weapon L: WC-CN35

Chain Gun
Back Weapon R: WC-IR24 Laser Cannon
Arm Weapon L: N/A
Arm Weapon R: WG-XP2000 Pulse Rifle
Option Parts: SP-JAM, SP-AXL, SP-EH, SP-Detq

Color Scheme (General)

Base: Red: 10, Green: 10, Blue: 10
Optional: Red: 10, Green: 10, Blue: 10
Detail: Red: 05, Green: 00, Blue: 05
Joint: Red: 05, Green: 05, Blue: 00

Performance

Armor Points: 7205
Weight: 6855
Price: 1,074,350

Grade: **FINE**



US Justice

Designed by Kevin Parhomek of Topeka, Kansas



Parts

Head: HD-4004
Core: XCH-01
Arms: AW-R/4 Cannon
Legs: LC-MO54545
Generator: GBX-XL
PCS: RATOR
Boosters: N/A
Back Weapon L: WC-GN230

Grenade Launcher
Back Weapon R: WM-AT Large Missile
Arm Weapon L: N/A
Arm Weapon R: N/A
Option Parts: SP-AXL, SP-S/SCR, SP-E/SCR, SP-Detq, SP-ABS/Re

Color Scheme (General)

Base: Red: 00, Green: 00, Blue: 32
Optional: Red: 32, Green: 32, Blue: 32
Detail: Red: 32, Green: 32, Blue: 32
Joint: Red: 32, Green: 00, Blue: 00

Performance

Armor Points: 9425
Weight: 10513
Price: 1,309,300

Another all-American steps up to battle it out with the reigning champions in the Patriot Arena. A caterpillar-type, US Justice flaunts the ability to pile on a huge payload of weapons. The Cannon Arms hit hard and have lots of ammo, and Kevin wisely backs up this power with the ever-popular WM-AT Large Missile and a Grenade Launcher. Subtlety is not an option with this Core. Drive into battle and keep the heat on the opponent. Send a WM-AT Missile at your enemy, then keep him too busy dodging the Cannon to notice the incoming nuke. Be sure to mix up weapons, using the Grenade Launcher sparingly to take advantage of its wide damage radius. Fast Cores can give US Justice a hard time, but it has the AP and firepower to outlast weaker enemies. Check out this month's AC Challenge to see how it stood up to the other patriotic Cores.

Grade: **SUPERFINE**



Quad-leg Cores have a natural advantage over humanoid-types like Goldring. Where Goldring is almost crippled by the need to stop, kneel and fire from a stationary position with heavier back weapons, Cores using quads can zip along and fire anything without suffering any sort of delay. Soul Blade can make good use of this ability with its Chain Gun and Laser Cannon. Combined with the Pulse Rifle, Soul Blade specializes in fast hit-and-run attacks. Use circle strafing and keep the opponent guessing by switching between weapons. Use the Chain Gun and Pulse Rifle to hit slower moving enemies and break out the Laser Cannon when you need to nail an airborne opponent or inflict big damage with a sure hit. Soul Blade is a solid Core when in the right hands.



Atragon

Designed by Volter Cabias of Kahului, Hawaii



Parts

Head: HD-REDEYE
Core: XXX-50
Arms: AN-25
Legs: LN-2K2-SP
Generator: BG8-10000
FCS: RATOR
Boosters: B-T001
Back Weapon L: WC-IR24 Laser Cannon

Back Weapon R: M118-TD Magazine
Arm Weapon L: LS-200G Laserblade
Arm Weapon R: WG-RFE Sniper Rifle
Option Parts: SP-MAW, SP-JAM, SP-M/AUTO, SP-ABS, SP-SAP, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E4, SP-ABS/Ra

Color Scheme (General)

Base: Red: 11, Green: 22, Blue: 24
Optional: Red: 26, Green: 31, Blue: 30
Detail: Red: 26, Green: 31, Blue: 30
Joint: Red: 26, Green: 31, Blue: 30

Performance

Armor Points: 6926
Weight: 6222
Price: 1,239,800

It seems that AC fans are catching on to the merits of the WG-RFE Sniper Rifle. Although there's a pause between shots, the damage done by this laser rifle-style weapon is incredibly high—at 3800, it packs more punch than even the mighty Karasawa Laser Rifle. With only ten shots, though, you'll have to make each one count. Volter's wise addition of the Magazine unit adds two extra shots to the Sniper Rifle, so you've got a little more to work with. In the hands of a skilled player, that's more than enough to take down all but the heaviest Cores. The back-mounted Laser Cannon should be used as backup only, or when you have a guaranteed hit. Atragon also uses energy very efficiently; it's a top-notch lightweight Core. Play from a distance to take advantage of the Sniper Rifle and don't get too close to enemy Cores.

Grade: **FINE**



British Beauty (B Beauty)

Designed by Kevin Parhomek of Topeka, Kansas



Parts

Head: HD-4004
Core: XXX-50
Arms: AN-25
Legs: LPH-XSK
Generator: GBG-XR
FCS: TRYX-QUAD
Boosters: B-PT000
Back Weapon L: WC-

GN230 Grenade Launcher
Back Weapon R: WM-SM524 Missile
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WA-FINGER Machine Gun
Option Parts: SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-Detq, SP-ABS/Ra

Color Scheme (General)

Base: Red: 00, Green: 00, Blue: 34
Optional: Red: 00, Green: 00, Blue: 34
Detail: Red: 34, Green: 00, Blue: 00
Joint: Red: 34, Green: 00, Blue: 00

Performance

Armor Points: 8024
Weight: 7674
Price: 1,455,300

Jagermech

Designed by John Polimeni of New York, New York



Parts

Head: HD-06-RADAR
Core: XCH-01
Arms: AN-25
Legs: LN-53
Generator: GBG10000
FCS: QX-9009
Boosters: B-PT000
Back Weapon L: M118-TD

Magazine

Back Weapon R: WM-L201 Large Missile
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-XFwPPk Laser Rifle
Option Parts: SP-JAM, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR

Color Scheme (General)

Base: Red: 45, Green: 40, Blue: 00
Optional: Red: 20, Green: 10, Blue: 64
Detail: Red: 25, Green: 25, Blue: 25
Joint: Red: 25, Green: 25, Blue: 25

Performance

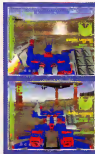
Armor Points: 9008
Weight: 7905
Price: 913,700

John's Jagermech is an exercise in the marriage of heavy armor and mobility. It sports high AP, decent energy usage for boosting and a solid combination of weaponry. For a budget shopper, there's no better combo than the WM-L201 and the WG-XFwPPk. The Laser Rifle lets you use a variety of tactics, including the ever-popular circle-strafing and medium-range strafe attacks, which the Large Missiles are versatile, fast and useful in a variety of environments. The Magazine (which I'm starting to see more and more of) adds some additional ammo and Jagermech's 9008 points of AP guarantee that it'll be in the fight for the long run.

Grade: **FINE**



Grade: **GREAT**



Here's a *Hard Core* first: two Core designs by the same designer in one edition. Before the other 500 of you whose AC designs I have waiting in the wings take up arms and hunt me down, let me explain. A few issues ago, I mentioned the idea of getting a bunch of patriotic Cores representing different countries together for a special "World Rumble" AC Challenge. Well, Kevin here was the only person to get the ball rolling on this one, by sending in both an all-American Core (Patriot) and a self-made challenger in British Beauty here. So, you don't necessarily need to be from a foreign country to create a Core representing your country of choice. It helps, but perhaps it's a little too ambitious. Anyway, this month's AC Challenge pits all four American Cores against one another, and the winner will be entered, along with B Beauty, in the forthcoming AC World Rumble. So get those foreign-themed Cores rolling in! Now that I've said all of that, I've run out of room to talk about British Beauty...so boot up *Master of Arena*, build this fine quad-leg Core and hold your own World Rumble.

Mega Nova

Designed by Luigi Dumlao of Metro Manila, Philippines



Parts

Head: HD-G780
Core: XCH-01
Arms: AN-863-B
Legs: LC-MOS4S4S
Generator: GRD-RX6
FCS: RATOR
Boosters: N/A
Back Weapon L: WC-GN230

Grenade Launcher
Back Weapon R: WC-GN230 Grenade Launcher
Arm Weapon L: N/A
Arm Weapon R: WG-XFwPPK Laser Rifle
Option Parts: SP-MAW, SP-SAP, SP-S/SCR, SP-E/SCR, SP-EH, SP-E4, SP-DETq

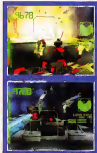
Color Scheme (General)

Base: Red: 14, Green: 14, Blue: 14
Optional: Red: 28, Green: 28, Blue: 28
Detail: Red: 43, Green: 00, Blue: 00
Joint: Red: 33, Green: 00, Blue: 00

Performance

Armor Points: 9790
Weight: 10875
Price: 1,139,200

Luigi has a fine heavy Core in Mega Nova. As caterpillar-type Core designs go, this is one of the nicer setups I've seen. Mega Nova should be played offensively. The dual back-mounted Grenade Launchers are powerful but slow. Use them to hit your opponent as he lands; that second of immobility after hitting the ground is the perfect opportunity to nail an enemy Core with a couple of grenades! The slow Grenade Launchers are balanced out by the choice of a Laser Rifle, which is fast and capable of hitting quick Cores even while they're airborne. Use the Laser Rifle from a distance and against opponents who are zipping around the Arena, and break out the Grenade Launchers whenever the enemy stops. Mega Nova also has good energy use—the Laser Rifle is the only weapon which needs energy, and if you should run out, the back weapons can hold off your enemy until you recharge. The only design flaw in Mega Nova is the lack of a Laserblade; although the opportunity to actually use one seldom presents itself to slow-moving, heavy Cores, you never know when an opponent will get too close, and a good Laserblade strike can change the tide of a battle.



Grade: **GREAT**

ZX-Mk.IV

Designed by Eli Cloninger of Dallas, North Carolina



Parts

Head: HD-06-RADAR
Core: XCA-00
Arms: AW-XCS500 Laser Cannon
Legs: LC-MOS4S4S
Generator: GRD-RX6
FCS: COMDEX-C7
Boosters: N/A
Back Weapon L: WC-GN230

Grenade Launcher
Back Weapon R: WC-GN230 Grenade Launcher
Arm Weapon L: N/A
Arm Weapon R: N/A
Option Parts: None

Grade: **GREAT**

Color Scheme

Leaf Pattern/Steel Leaves

Performance

Armor Points: 8316
Weight: 9306
Price: 445,200

Finally, let's close this month's excursion into the minds of fanatical Armored Core designers with a bit of constructive criticism. Every Core unit has a number of slots to fit selected Optional Parts into, and these should always be taken advantage of—always. By leaving these slots empty, you give your opponent an advantage. The only reason to not use any Optional parts is if you simply haven't earned enough credits in Scenario Mode or Arena yet, and if that's the case, you need to play the game more. However, if you're on a tight budget, and Eli apparently was when designing this Core, you could do a lot worse. ZX-Mk. IV is designed to be played close and hard, and the Laser Cannon arm units and double back-mounted Grenade Launchers fit the bill. Every one of these weapons creates a huge explosion, which will impair your opponent's vision, hold them in place for a second and hit them with area effect damage. A steady barrage of fire from these weapons can be the demise of a slow Core or an unprepared opponent. The caterpillar legs allow you to move and fire the Grenade Launchers simultaneously, but forget about flying anywhere; this Core eats energy extremely quickly. ZX-Mk. IV is a well-built budget Core and will serve you well, especially in the Scenario Mode.



AC Challenge!

As I mentioned before, this AC Challenge will decide which of these four All-American Cores will be entered into an upcoming AC Challenge World Rumble, which will pit Cores from around the globe in a battle royale! So get busy! Create a Core themed around your country, or any country you think should be represented in the Rumble. We'll take the best of them and dedicate an entire edition of *Hard Core* to showcasing each foreign Core, as well as pitting them against each other in the mother of all AC Challenges! Meanwhile, we had to pare down our stable of four American Core submissions to just one, so here are your results. We did the Challenge a bit differently this month: a round-robin tournament-style battle was held, with every Core facing the others in a best-of-three-match. The winner would be the Core with the best win record. The defending champion, Adam Weisenberger's American Pride (which pulled out a 4-2 win over David

Schafer's Uncle Sam back in the April edition of *Hard Core*) managed to hold its ground against Uncle Sam and the two newcomers and keep the title. Although Uncle Sam was the favorite to win, AM Pride's stronger Laser Rifle and high AP cut a swathe through the opposition. Patriot, featured in this issue, held its own against the stiff competition but was ultimately hampered by its inferior choice of main weapon. The other newcomer, US Justice, didn't fare nearly as well. Although its armament is solid and it has potential, it was unfortunately no match for the trio of faster Cores. Congratulations to Adam, designer of AM Pride, whose Core will represent America in the upcoming AC Challenge World Rumble!

	Uncle Sam	Patriot	US Justice	AM Pride	Total Wins
Uncle Sam	X	Win (2-1)	Win (3-0)	Loss (1-2)	2
Patriot	Loss (1-2)	X	Win (2-1)	Loss (1-2)	1
US Justice	Loss (0-3)	Loss (1-2)	X	Loss (0-3)	0
AM Pride	Win (2-1)	Win (2-1)	Win (3-0)	X	3

Pokémon REPORT



Celebi's Time Adventure

The astronomical potential for stomach-churning, paradoxical catastrophe when mucking about in scientific voodoo as complex as time travel has made it a fascinating subject for amateur physicists across every entertainment medium. Though some may doubt that a Pokémon movie can create a halfway decent representation of the actual mechanics involved in distorting the spacetime fabric, remember

lenticular card, a Sulfurine Monster Ball Badge, a Celebi pendant, a Pikachu playmat and various stickers.

As always, new rare Pokémon take center stage for this latest movie adventure, which chronicles the journey of Ash and friends as they explore strange new worlds, seek out new life and...er, sorry, wrong franchise. Since ultra-rare Pokémon gravitate toward Ash like Homer Simpson to a forbidden donut, our bumbling hero trips over Celebi, falls onto Sulfurine



Masked villain Bisharu and his robot Garosu

from the same source that consistently brings us localized black voids in wallets across the world.

The pre-sale tickets for the fourth Pokémon movie went on sale in Japan over two months ago, on March 17th; the actual opening release date in Japan is on July 7th. According to Anatole's translation of the official Japanese website for the movie, you can



only get the pre-sale tickets if you are between the ages of three and "junior high," so if you're 40 years old, but haven't yet graduated from junior high, you're good to go. Those young, uneducated, or eager enough to obtain the pre-sale tickets also get a rare package that comes with a Kakureon

The pre-sale ticket package: Kakureon card, Celebi pendant, Pikachu playmat, Stickers and Sulfurine Monster Ball Badge



Yukinari and Celebi

and Celebi were forced 40 years into the future by a mask-wearing villain named Bisharu who rides a robot named Garosu and wields Dark Poké Balls, which can turn any Pokémon they capture evil. Though Celebi is the main attraction, four other rare Pokémon appear in the movie; the legendary cat Suicune and the three Pokémon characters unveiled during Japan's Game Boy Advance press conference, Ruriri, Kakureon and Hoeruko.



(L-R) Suicune, Hoeruko, Kakureon, Ruriri

Pikachu's Doki Doki Hide-and-Seek Adventure



beat, Pikachu meets some new friends by the ocean and they enjoy a game of hide-and-seek. The adventure also includes song and dance routines (though nothing has yet equaled the pure psychedelic mind-trip of the animated short that preceded the first Pokémon movie.) Popular Japanese actress Kumiko Endo finished the narration for *Pikachu's Doki Doki Hide-and-Seek Adventure* in one take in front of the Japanese press, further solidifying her reputation as one of the best narrators in the business.

Since no Pokémon movie is complete without a Poké-speak adventure accompaniment, *Celebi's Time Adventure* is preceded by the animated short *Pikachu's Doki Doki Hide-and-Seek Adventure*. You can think of "Doki Doki" as equivalent to the pitter-patter sound of a heart-



The Art of Pokémon 3: The Movie

All you aspiring artists out there—this book is not for you. There's nothing regarding animation or artistic techniques contained within this deceptively titled tome; it's just a summation of both the feature-length motion picture and of the animated short, *Pikachu and Pichu*, written in language simple enough for a pretty bright 6-year old to understand.

Further evidence that this is not for a mature audience comes in the form of a caveat near a picture of Pikachu and the Pichu brothers rolling down a sidewalk inside a rubber tire which reads, "Don't try this at home kids! Remember, these are trained Pokémon on a closed animation set!"

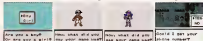


Pokémon: Crystal Version



Pokémon Crystal's release date in the United States has been officially announced as July 30th, a much earlier date than previously expected. In Pokémon Crystal, the player is able to choose between a boy and girl character, a much-needed reprieve for those of us of the female persuasion.

Below are some of the first English screen shots of the game.



San Francisco Japan Town TOMY TOYS



While wandering the hilly streets of San Francisco last week, occasionally dodging empty Furryun bags strewn into the wind by lithium-deprived children of the damned and wondering whether verbal exchanges between my significant other and passing lunatics would escalate to blows, I found a spare moment to duck into Japan Town to pick up some more Pokémon toys. For quite some time I assumed the rubber Toodie, Chikorita, and Cyndaquil figures were stamps; that is, until I tried to actually take the bottoms off and one of them growled at me. They're about two inches tall and have tiny speakers inside which emit various Pokémon sounds when agitated.

Sitting alone in a bin full of happier-looking Pokémon was this pink Snubbull, with a perpetual snarl and fangs bared. Despite its frow-frou appearance, Snubbull still tries to display a bit of attitude, something very hard to pull off when wearing what looks like a pink tutu with blue polka dots around your hindquarters.



Plastic Pichu

Now that Pikachu's getting old and grayish-yellow, it's time for a new generation of common house rodents to bewitch consumers into the poorhouse by bestowing truckloads of merchandise with their image. Pikachu's progeny, Pichu, is a baby Pokémon you get by breeding a couple of starry-eyed Pokémon in Pokémon Gold and Silver. Chris B. picked up this cute plastic Pichu from a small import store in L.A. if

you wind it up, the two-inch tall Pichu will wave his arms and ears up and down, a cute and disarming tactic to distract you so it can come to life and eat you! Okay, it just winds down after a few seconds, but the oddly hypnotic rhythm of its wiven suggests there are some subliminal forces at work. One of a four-part set of figures released in Japan by Bandai.



Pokémon Tales From Viz Comics

Pokémon Tales are small children's books that are created by different writers and authors in Japan. Even casual glances at the interior show distinct art styles, as you can see below. Though the writing is geared for a younger audience, adults and older children should share these stories with any young Pokémon fanatics they know, since these picture books are meant to be read aloud.

After finishing the story, there's a puzzle in the back of each book where you need to find the image of a Pokémon hidden within the artwork.

1. Pokémon Tales #15—

First Prize for Starmie
Starmie uses a shortcut during a race through outer space, nearly unseating Santa Claus in the process.

FIRST PRIZE FOR STARMIE



2. Pokémon Tales #16—

Seel to the Rescue
Seel rescues a shipwrecked sailor.



SEEL TO THE RESCUE



3. Pokémon Tales #17—

Mewtwo is Watching You!
Mewtwo glares at Pokémon from a hilltop, making them too nervous to play.

4. Pokémon Tales #18—

Magnemite's Mission
Magnemite's Good Samaritan act brings him in contact with a plummeting meteorite.



POKÉMON AIRPLANE



ling piece of pseudo-machinery which can simulate flight at speeds of at least 9.8 meters per second squared. On its maiden flight

Feast your eyes on this Zubat airplane. Constructed lovingly with my own hands, this miniature marvel is a dar-



a feather. Truly a miracle of modern technology. Oh, and it comes with a couple sticks of gum.



1月3日 JAPAN REPORT!

by Anatole Brown

Get Your GT3!



PlayStation 2 owners in Japan finally got the game they've been waiting when *Gran Turismo 3* hit the store shelves on April 28th. Sony commemorated the event by setting up kiosks all over Tokyo and called it the "Gran Turismo 3 Driving Fair." The GT3 kiosks demonstrated different ways

in which *Gran Turismo 3* can be played. Six PS2s were daisy-chained with i-Link cables for a six-way multiplayer race with the new GT Force wheels.

With three PS2s, three copies of GT3 and additional link cables, *Gran Turismo 3* can also be played on three monitors for a left, right and center view—much like the arcade version of Sega's F355.

Whether you were in Akihabara, Ginza or Shibuya, GT3 was on everyone's shopping list. At the end of three days, Sony managed to sell over one million copies of GT3, making it the fastest-selling PS2 game so far (the previous record was held by *Onimusha*). Wait 'til *Final Fantasy X* makes its debut in July!



Mega Drive 21

A small Japanese company called Beel just released a limited-edition portable Sega Mega Drive (a.k.a. Genesis) unit. The Mega Drive 21 appears to be an officially licensed Sega product that contains 21 Mega Drive games in one unit. The console and the controller are basically combined into one device. The

AV cables and AC adapter plug directly into the controller and into the TV so you can be up and running in no time. The 21 games are actually different variations of eight Mega Drive games like *Flicky*, the *Sonic the Hedgehog* series, *Tecmo World Cup*, *Alex Kidd* and others. There have been many shady multi-cart consoles that have been released in places like Hong Kong and Korea that let you play multiple titles on one closed system. More often than not, however, these consoles are underground and contain pirated versions of classic games. The official Sega license could make this unique product particularly interesting for the Sega collector.



Parappa Cartoon Update!

In the April issue of *Japan Report*, we broke the news about the new *Parappa the Rapper* cartoon airing on national Japanese TV. Since then, we've learned a couple more details about the show. In addition to Parappa's regular friends like Sunny Funny and PJ Berri, a few new homies have been introduced on the program:

Matt

Matt is a dog just like Parappa, but he is also the smartest and most studious out of the whole gang. He's also a heartthrob and the girls go crazy for him. Oddly, though, Matt doesn't seem to show any interest in girls. Hmmmm...



Paula

Paula is a musician who leads her own all-girl rock band, just like Milk Can from *Um Jammer Lammy*. She's a little more "proper" than Lammy and believes in caring for others. She's strong-willed and is even active in sports.



Pinto

Little did we know that Parappa has a little sister! Pinto always tags around her older brother and sometimes even gets in the way. She carries a little pet in her basket at all times.



In the first episode of *Parappa the Rapper*, Parappa realizes that he double-booked a gig. As he wonders how he's going to play two shows in one day, he remembers that he also promised to play basketball with PJ!



The panic sets in deeper when Sunny calls and yells at him for not showing up to her garage sale. Oh, no—Parappa can't keep a schedule! Things don't get any easier when Parappa gets sidetracked by the lovely Paula. Sunny Funny won't be happy!

mocap boxing

Konami has a new arcade game on the way called Mocap Boxing. There are no buttons or joysticks to control the game; the cabinet only has a screen, two gloves and a sensor pad on the floor. The game is played by standing on the pad and mimicking



ZOMBIES RETURN!

Every Spring, the Japanese enjoy a week-long holiday known as Golden Week. Many



game companies take advantage of the long holiday to promote their products through special events (Sony, for example, released GT3 on the first day of Golden Week). Capcom has reopened two of its popular



Biohazard (a.k.a. *Resident Evil*) attractions for the holiday crowd: *Biohazard 4-D Executioner* and *Biohazard Nightmare*.

Biohazard 4-D Executioner, which we featured in the January 2001 Japan Report, is a computer graphic 3-D movie where people wear 3-D glasses and sit in "gimmick chairs". It is currently playing at Fukuoka Space World. *Biohazard Nightmare* was featured in Japan Report way back in October of 1998 and has re-opened at Toshimaen amusement park in Tokyo. The attraction is basically a haunted mansion-style ride with *Biohazard* zombies.



This time, *Biohazard Nightmare* will be based on *Resident Evil Code: Veronica*. Here in the U.S. we will soon be able to catch the *Resident Evil* movie starring Milla Jovovich as Jill Valentine!

Sega Lives!

Soon after announcing that all production of Dreamcast units will be halted at the end of March, Sega held a huge public event in Tokyo to show that it is still alive and kicking as a software developer. The two-day event, called Game Jam,



was held on April 14th and 15th at the Zepp building in Tokyo. All of Sega's most talented game designers, like Yu Suzuki and Yuji Naka,



made appearances. Several games were on display to give show-goers an early look at some upcoming titles

like *Sonic Adventure 2* and *Crazy Taxi 2*. The most popular game on display was *Phantasy Star Online Ver. 2*, where people stood in line for four hours just to demo the game! There were also special stage shows featuring actors dressed up as Sega characters. Check out the guys who played Ryo and Ren from *Shenmue III*: Sega plans to make this an annual event much like Nintendo's Space World shows in Japan.



NAME THE ROBOTS

Konami has joined the recent robotic pet boom with its own mechanical critters, but



they have yet to be named. For now, Konami has been calling the mouse robots Didi (the



blue male) and Titi (for the pink female). A contest is currently being held in Japan to see who can come up with the best names for these little buggers. Different behavior programs for each pet will be available for download from Konami's website.

Speaking of robotic pets, Sony just announced the new Special 2nd Anniversary models of its now-famous Aibo dogs. The new colors have a metallic sheen and reflect different color tints in bright light. Very cool!





"Cool" is one of the most abused words in the English language. People say "Cool game!" or "Cool shoes!" even when something is only slightly cool. When we say that something is cool, we mean it! Well, maybe not always—but you won't see too many signs of abuse in the...

COOL ZONE



M.A.G.S. or Music Activated Game System is a strange little handheld game from Hasbro that reacts to your music. Plug M.A.G.S. into your portable CD-player or Walkman and you can play a mini shoot-'em-up game.

The targets are created by certain frequencies and tones generated by the music you're listening to. M.A.G.S. will be available in July for a suggested retail price of \$19.99.



The GT Force Wheel from Logitech (Logitech in Japan) was specifically created for Gran Turismo 3 for the PS2. The wheel plugs into the USB port on the front of the console and comes with a brake/accelerator floor unit as well. Unfortunately, the wheel can only be played by clamping it onto a table or desk. The wheel has Force Feedback control and nice blue rubber grips on the handles. It's also compatible with other PS2 games like Tokyo Extreme Racer Zero. Shown here is the Japanese version; the U.S. version of the GT Force Wheel will be released when Gran Turismo 3 hits the stores this summer.



A Japanese company called Sunseibu acquired Nintendo's official license to create one of the first peripherals for the Game Boy Advance. The Light Boy Advance has a flip-top with two light sources to accompany the wide screen. It also has a semi-magnified cover that protects your screen. You can bet that some American peripheral company will get distribution rights for this cool little product, so keep your eyes peeled.



At a recent Nintendo press event we received this neat Game Boy Advance water bottle. Nintendo took us out camping to show how the GBA can be played anywhere, even in places without electricity. Actually, with the rolling blackouts caused by power shortages here in California, we're prepared for an experience like this every day!



do not disturb

Jason somehow procured this very cool Sonic Watch. This watch is part of the Watch Beat series that tells "Internet time." Unfortunately, the watch doesn't have a Sonic logo or anything—it's only on the packaging—but it does have the token red and blue Sonic colors. A neat little collector's item!

Hasbro is going all out with its new little handheld game, POK. These POK Containment Units come in purple for Flazmo, red for Spino and green for Cycro. You can play solo or battle it out with friends as you increase the strength of your POK Infector. By collecting various head, body and tail parts, you can create over 7,500 different creatures. If another player with a POK unit comes within range—between 15 and 30 feet—your POK Infector can do battle even while you're busy doing something else! For a little electronic handheld game, it's actually pretty complex. POK is available for \$24.95.



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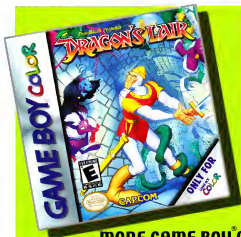
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